

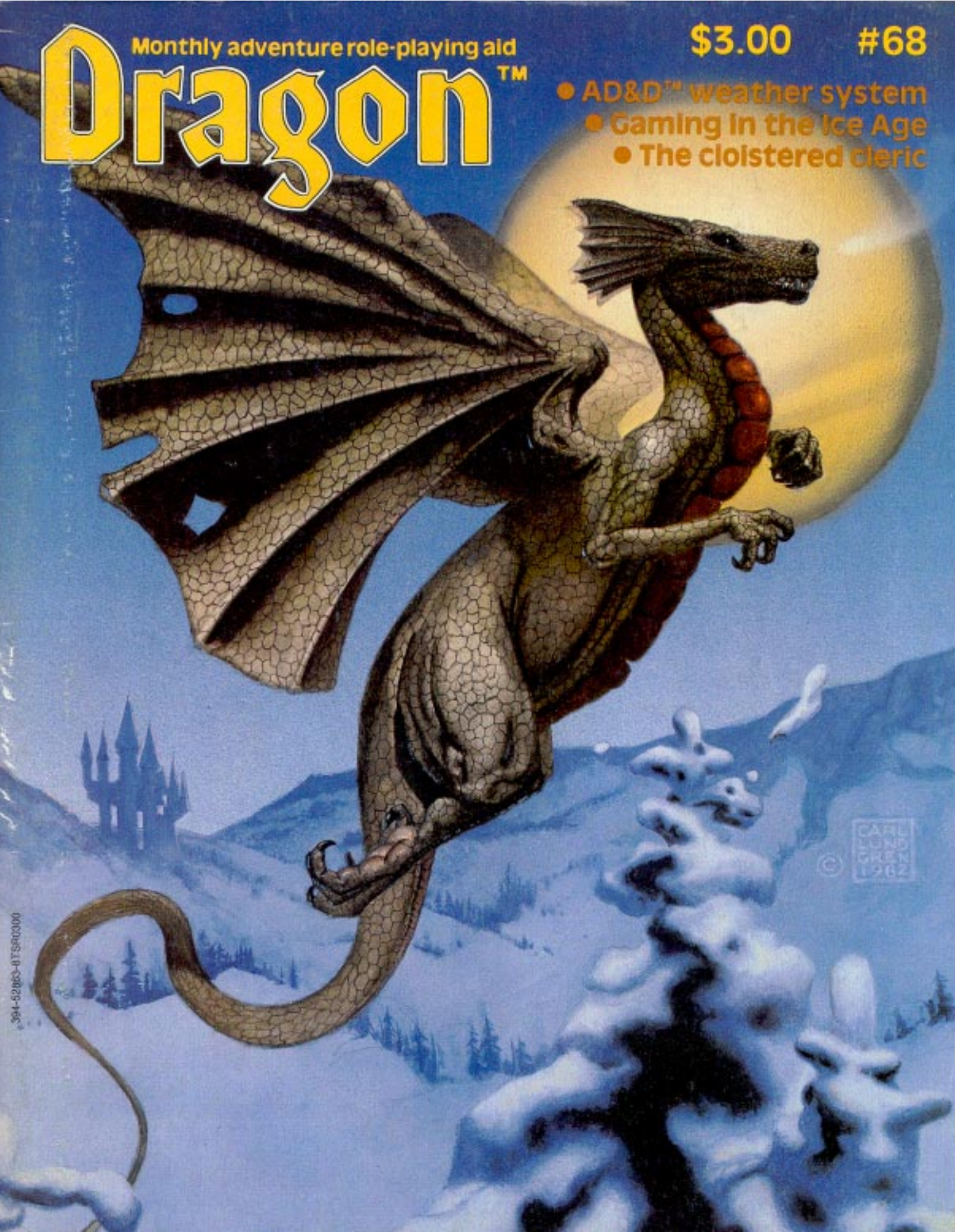
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Letter etiquette

There was a time when the editor of this magazine implored readers to write letters, so that we could be sure of having some stuff to put in "Out on a Limb" every month. Those days are long gone; hundreds of thousands of people now read DRAGON™ Magazine, and even though still only a small fraction of our readers write letters to the editor, our "Limb" file is always overflowing.

How can you give your letter the best possible chance of being printed? There are some simple, and fairly obvious, guidelines you should follow.

The most obvious, and most often violated, guideline is simply this: Write it so we can read it. We don't require letter-perfect typewritten copy, but we do expect legible handwriting, loosely spaced and written large enough so we don't have to squint to read it.

No letter will be considered for publication unless it is signed with the writer's real name and address. If you don't think enough of your opinion to put your name on it, you can't expect us to respect it enough to print it.

To be sure your letter is considered for publication, address it to "Out on a Limb." If you just want to express some thoughts for the editor's eyes but not for print, say so. We read everything we receive, but we'll only print a letter if we know it's okay with the writer to do so.

Don't try to get published by being provocative or insulting. We do publish letters of complaint, but only if they're tastefully worded and not slanderous. Remember the Golden Rule and you can't go wrong.

Don't wait too long to comment about something from a particular issue of the magazine. We like to publish reactions and responses to articles while the articles themselves are still fresh in our readers' minds. Letters pertaining to this issue (#68), for instance, will probably not appear any later than #70 or #71, which means you've got about 3 or 4 weeks to form an opinion, write a letter, and get it to us in time.

Last but not least, put your best foot forward. You don't have to agonize over every word, dot all your i's and cross all your t's, but you should be sure that your letter says what you mean it to say, and we'll be able to understand the point you're making. If we get done reading a letter and our first reaction is "Huh?" then you've wasted your time and your 20-cent stamp. We value each of our readers' letters highly, whether or not that letter gets published — but only if we can understand what you have to say.





Mark Twain, a fantasy writer of a different sort from a different time, once remarked that "Everybody complains about the weather, but nobody does anything about it." Well, an ingenious and energetic DM by the name of David Axler *has* done something about it. The special inclusion in this month's issue of DRAGON™ Magazine is Dave's system for generating weather conditions in an AD&D™ environment, using the WORLD OF GREYHAWK™ Fantasy Supplement as the basis for his figures. The system has been examined by E. Gary Gyax, the man who created the AD&D game and the Greyhawk campaign, and has received his stamp of approval. Even if your campaign isn't set in the world of Oerth, the formulas and statistics in Dave's system are easily adaptable to other adventuring environments. Stapled into the center of this 100-page issue is a three-page foldout section containing some of the essential charts and tables for the system, designed to be stood up and used as a screen to keep the information in front of the DM and away from the prying eyes of players.

Weather also plays a major part in another of this month's features. "Thrills and Chills" by Arthur Collins is an in-depth examination of what it would be like to conduct an AD&D adventure in the Ice Age: no metal armor, no towns, no "modern" conveniences — not much of anything except caves, cold, and plenty of challenges for characters.

When the FIEND FOLIO® Tome was published, it did not include encounter tables for aquatic environments. Mark Harcourt has rectified that situation with "What's that in the Water?" The article offers a complete set of tables, plus descriptions of some monsters that don't have separate listings in the books.

Official new magic-user spells of levels 5-9, supplementing the lower-level spells described in our last issue, make up this month's edition of *From the Sorcerer's Scroll*. Other articles from the pen (or, more accurately, the typewriter) or Mr. Gyax are the second installment of *Deities & Demigods of Greyhawk* and a trio of formidable fungi that are this month's *Featured Creatures*.

A quick flip through these pages will show that this is the most colorful issue we've put out in a long time. Of special note are photographs of some of the top entries in this year's GEN CON® Miniature Open, and the opening installment of "Castles by Carroll," wherein artist Mike Carroll offers illustration and information about the mysterious stronghold known as Neushwanstein. We hope the feature will inspire the creation of distinctive castles for your campaign — and maybe it wouldn't be a bad place to spend the winter, if you can afford the heating bill. . . . —KM



Language articles

Dear Editor:

I was very pleased by the articles in issue #66 concerning languages in AD&D campaigns. The article by A. D. Rogan was especially good, and it reflected many of the problems that I have observed in two years of play. The author's construction of language "families" is ingenious, and it smooths out some very bothersome problems with "official" language capabilities. There is an implication that, for instance, a halfling does not speak dwarven, elven, gnome, goblin, orcish, and the common tongue with equal fluency. Rather, it is reasonable to postulate that the average halfling could recognize and perhaps understand a smattering of each of these tongues, possibly just enough to comprehend the gist of an overheard goblin plot or warn a group of elves of the approach of an army of trolls.

It is a pity that such thoughtfulness is not applied to some of the adventure modules currently on the shelves. I have found a disturbing lack of imagination and logical thinking therein, which can prove frustrating to a DM attempting to lend his campaign some flesh-and-blood character. This is especially true in the area of language use. For instance, in a recent major AD&D tournament, a so-called "riddle" was encountered by the players, wherein the phrase "opposite of live" (with a long "i") was used. The clue was supposed to indicate the word "evil."

First: The "opposite" of a word is by definition its antonym, which in the case of "live" would, of course, be "dead." Inverting the letter order of a word is denoted by its "reverse" or "converse," not its "opposite." Second, and perhaps more important: There is no reason to believe that the words "live" and "evil," in the fictitious common tongue, are the reverses of each other as they are in English. How can the role of a character like an ancient druid be played when he is expected to interpret a riddle in terms of 20th-century English word construction? Tricks which involve language should be framed in such a way that they do not clash with the atmosphere of the milieu.

In general, I would like to see a higher level of quality with regard to the use of language in commercial AD&D offerings. The fine articles on this subject in DRAGON #66 contributed well to this end; hopefully, game designers will take note of such good ideas.

Rick Knight
Chicago, Ill.

'A terrible waste'

Dear Editor:

I have long read DRAGON, and the subjects covered have been of varying interest to myself and others. I have never seen an article so useless as the one discussing the Thieves' Cant in issue #66. Although languages are

interesting to some people, and the use of different languages in FRP games adds realism and complexity to the games, the article on Cant went too far in this direction. The knowledge of the Cant's uses to thieves does not require a two-page explanation, nor an eight-page dictionary. Does the author think the players will learn Cant for use when gaming? Absurd! This was a terrible waste of publishing space that could have been used for issues of broader interest. The same goes for the article on Old Dwarvish, though this was a smaller work, and thus a smaller waste. I must say that the other two language articles are much more useful, and I was quite happy to see them included. Please file the useless trash into the return slot, and keep the space for more useful and interesting articles.

Karl W. Evoy
Hudson, Ohio

Illusionist ideas

Dear Editor:

I was very interested in the articles you published in DRAGON #66 concerning illusionists and illusions. This class has been my favorite for some time.

I want to comment on the way illusionist spells are treated with respect to emulating magic-user spells. In my group we have adopted rules that we hold to be true for all illusionary spells:

1. Illusionists can duplicate any spell from the other spell user's repertoire. However, those spells with instantaneous duration will have no effect.
2. The spells of an illusionist affect his own party as well as a magic-user's fireball would.

We decided that to be effective, the illusion created must be seen and understood by the victim. If, for example, a person had never seen fire, he won't know that it can hurt him. This is already accepted in the AD&D rules. Our addition was that if the illusion happens too fast, it leaves no time for the person to be caught up in it. Thus, illusions of magic missiles, lightning bolts, and fireballs (to name a few) just won't work. The real magic-user has the terrible reality of exploding fire that convinces his victims. The illusionist would have to slow the spell down for victims to see it, and then they would know it's not real because it doesn't look like a fireball any more. We like that rule because it keeps the distinction between magic-user and illusionist. (*Editor's note: But what if the victim had never seen a fireball before?*)

The second rule simply means that unless people in the illusionist's party know that he's going to do a certain illusion (or if they watch him do it) they will be just as affected as anyone else. My favorite example of this is an illusionist who saved his own party when they were trapped at the top of a deep chasm by an angry army of evil creatures. The illusionist

(Turn to page 9)



by Gary Gygax

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Some of you will be encountering the nasty fungoid monsters which are begun here and will be completed next issue. I have them included in a module, but nothing else needs be said.

Unlike the Myconids of module A4 (*In*

the Dungeons of the Slave Lords), these creatures are evil and not fun to encounter: all attack and no talk. Because they are quite different from most sorts of monsters, I hope you find them amusing and entertaining.

Ascomoid

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: 3

MOVE: 12" (see below)

HIT DICE: 6 + 6

% IN LAIR: 40%

TREASURE TYPE: *Incidental*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1 h.p./1' cloud

SPECIAL ATTACKS: *Spore jet*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *See below*

INTELLIGENCE: *Unratable*

ALIGNMENT: *Neutral (evil)*

SIZE: L (5'-10' cloud)

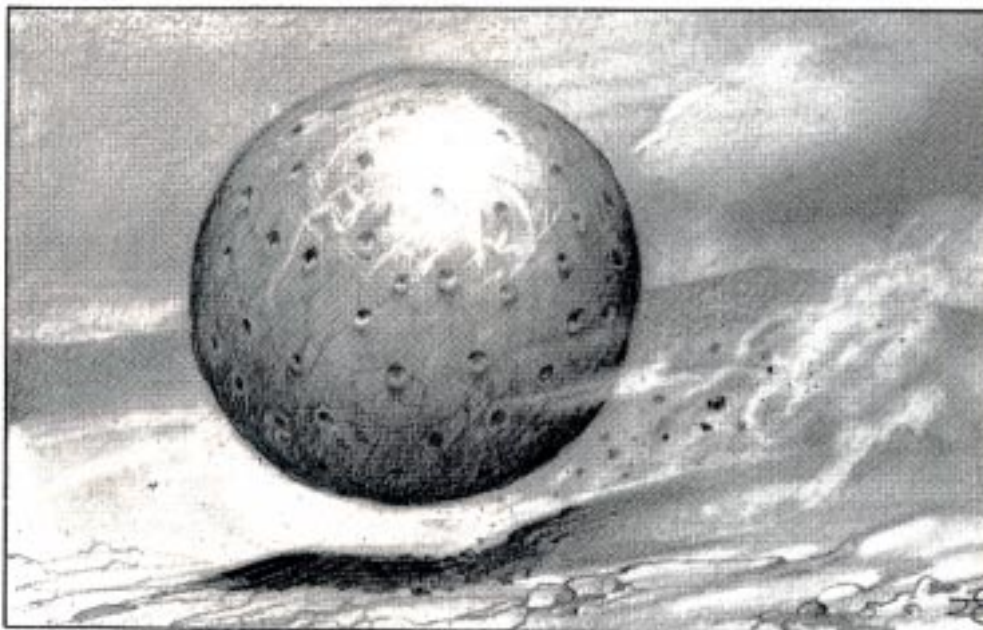
PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: VII / 775 + 8/hp

Ascomoids are huge, puffball-like fungi with very thick, leathery skin. They move by rolling, and at first this is slow: 3" for the first round (after being stationary), 6" the next, then 9", then 12" — but the creature can maintain this 12" rate, once it is attained, for hours without tiring. The surface of an ascomoid is covered with numerous pocks which serve as sensory organs. Each creature can also emit a jet of spores.

Ascomoids attack by rolling into/over their opponents, but they can likewise use their spore jets to attack dangerous enemies. Large opponents, or those who have inflicted damage upon ascomoids, will always be attacked by spore jets. The stream of spores is about 1 foot in diameter and 30 feet long. Upon striking, the spore jet puffs into a cloud of about 6-foot diameter. The subject creature(s) must save versus poison or die from infection of its (their) internal systems. Even those victims who make saving throws are blinded and choked to such



an extent that it will require 1-4 rounds to recover and rejoin melee. Meanwhile, such victims are helpless, and all attacks made upon them are at +4 with no shield or dexterity bonuses allowed to the defender.

Ascomoids are able to heal themselves unless pierced deeply. Piercing weapons over 6 feet long (such as spears) score double damage. Shorter stabbing weapons do damage as if against a small-sized opponent. Smashing weapons do not harm ascomoids; slashes and cuts from edged weapons cause only 1 point of damage. Magical attack forms such as *magic missiles*, *fireballs*, *lightning bolts*, etc., are saved against at +4, and damage is only 50% of normal. (Cold-based attacks are at normal probabilities.) Since these fungi have no minds by discernible standards, all spells affecting the brain

(*charm*, *ESP*, etc.), unless usable versus plants, are ineffective.

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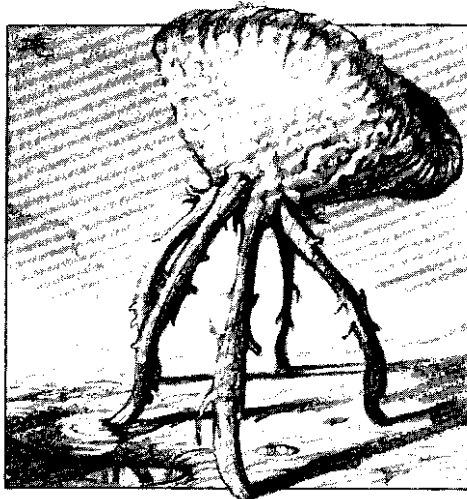
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Basidirond

FREQUENCY: *Rare*
 NO. APPEARING: 1-2
 ARMOR CLASS: 4
 MOVE: 6"
 HIT DICE: 5 + 5
 % IN LAIR: 60%
 TREASURE TYPE: *Incidental*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8 (+ *smothering*)
 SPECIAL ATTACKS: *Hallucinatory spores* (see below)
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Unratable*
 ALIGNMENT: *Neutral (evil)*
 SIZE: *M (6'-7' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: *VI / 475 + 6/hp*

Basidironds are multi-stemmed fungoid monsters with woody, leathery bodies of orange color and upper portions looking much as if they were reversed umbrellas whose interior is sooty black. In combat the fungoid monsters lash forward with their cone-shaped caps. A



successful hit inflicts 2-8 points of damage and requires the victim to save versus poison or else have spores clogging its respiratory tract. A victim will smother from these growths in 2-5 rounds unless a *cure disease* (or its equivalent) is cast upon the individual. Basidironds can otherwise use their *hallucinatory spores*, which they emit only when they are standing quietly. These spores form an invisible cloud in a radius of 20" to 35" from each fungus. The spores cause each creature within a cloud to save vs.

poison or begin hallucinating. Hallucination lasts as long as the individual is within the cloud area and for 1-4 rounds after the victim leaves it. Typical hallucinatory perceptions and their effects on victims are:

1. Individual in a swamp; strips off armor to keep from sinking.
2. Spiders attacking; individual strikes/attacks floor area to kill them.
3. Individual has shrunk; shouts for help to return to normal size.
4. An item being held turns into a viper; individual drops it and leaps back to avoid strike.
5. Individual is suffocating; runs gasping in random directions to breathe.
6. Associates are diseased; individual avoids 50' proximity of them.
7. Individual feels as though body melting; stands howling and "holding self together."
8. Leech on back; individual tears off anything worn on back and attacks it.

Basidironds have no minds as humans define/discern them, so all forms of mental attacks, including *charm monster*, *hold monster*, and spells, have no effect. Cold-based attacks do not damage basidironds, but they slow the monsters to 50% normal movement and prevent both types of spore attacks.

Phycomid

FREQUENCY: *Rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 5
 MOVE: 3"
 HIT DICE: 4
 % IN LAIR: 80%
 TREASURE TYPE: *Incidental*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 3-6/3-6
 SPECIAL ATTACKS: *Infection*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Unratable*
 ALIGNMENT: *Neutral (evil)*
 SIZE: *S (2'd. maximum)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: *V / 280 + 5/hp*

Alga-like phycomids appear to be fibrous blobs of decomposing, milky-colored matter with capped fungi growing out of them. They have a highly alkaline substance which they exude when attacking. Attack by phycomids involves an extrusion of a tube and discharge of the alkaline fluid — small globules which have a range of 7-12 feet. These fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters.

In addition to alkaline damage, the globs which these creatures discharge might also cause victims to serve as hosts for the growth of new phycomids.




If a victim fails to save versus poison, the individual will begin to show mushroom-like growth in the infected area. This will occur in 5-8 rounds and inflict 5-8 points of damage. The growths will then begin to spread throughout the host body, killing it in 5-8 turns, and turning it into a new phycomid.

Phycomids are immune to all forms of mental attacks, including *charms*, *holds*, etc. Fire-based attacks are saved against at +4, and damage inflicted is either half normal or none.

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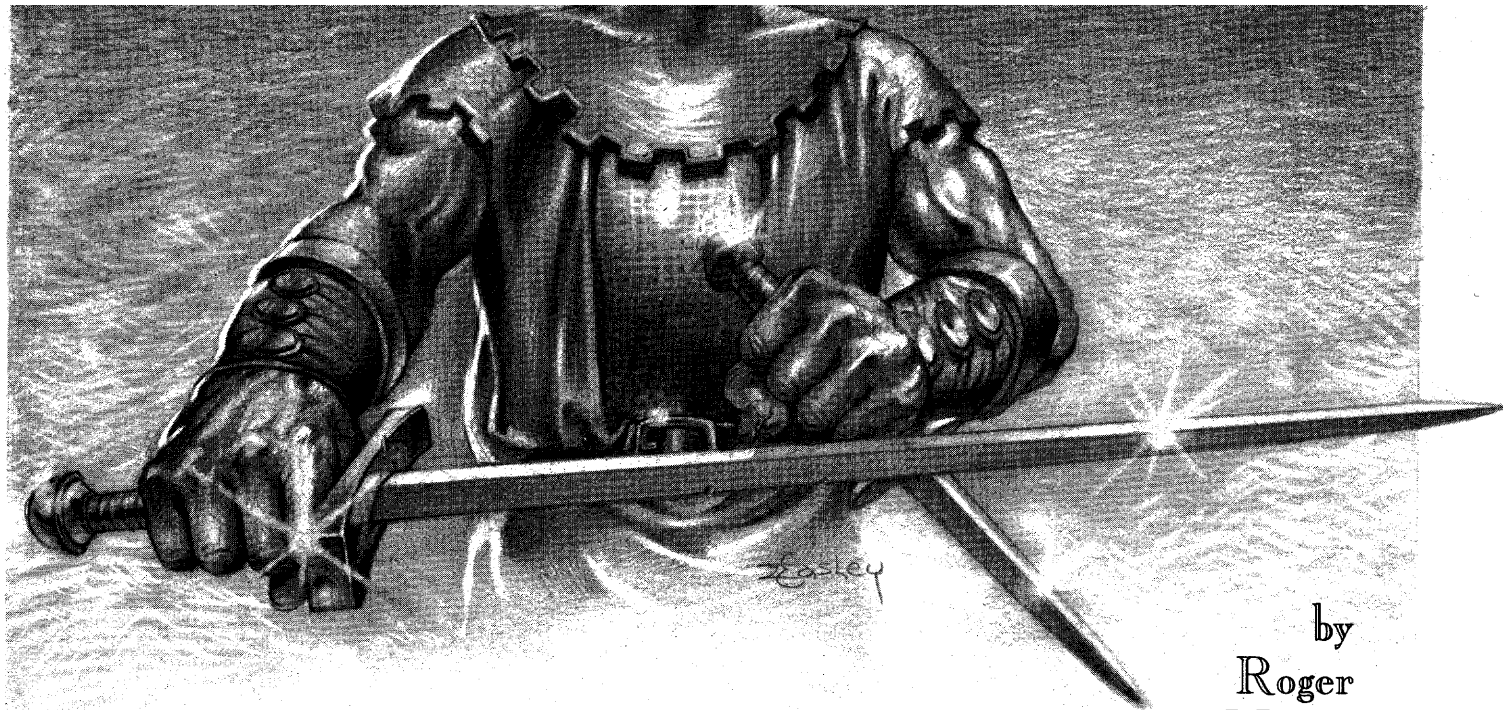
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by
Roger
Moore

Be a two-fisted fighter

One of the more obscure rules in the AD&D™ *Dungeon Masters Guide* is on page 70, under "Attacks With Two Weapons." It states, briefly, that a character may choose to attack with a weapon in each hand if so desired. The weapon in the favored hand may be any one-handed weapon, but that in the other must be a hand axe or a dagger. Dexterity affects combat, with increasing penalties "to hit" for characters with relatively low dexterity and lesser penalties for those with higher dexterity.

This rule needs expansion; it leaves a lot of situations open to interpretation, and some of the potential problems and benefits should be described in more detail. If *Dungeon Masters* allow players to use a weapon in each hand, characters will obviously become more powerful offensively. A high-level fighters with high dexterity will become particularly fearsome in combat. Other character classes could also benefit from this ruling. However, players may well not choose to have their characters use such an attack mode, since they will generally be unable to use a shield to defend themselves at the same time. Though the expansion of the rules in the DMG presented here is unofficial, I have tried to make it workable and logical within the present game framework.

Handedness should be established for each character in whatever manner the DM sees fit, with either the right or left hand becoming dominant; it's best to let the player make this simple choice rather than using a table. Once declared,

handedness is permanent for that character, alterable only by use of a wish or an act of the gods.

The following table, adapted from the DMG, gives the penalties "to hit" for a player character using two weapons, one in the primary hand and the other in the secondary hand:

Character's dexterity	Primary hand	Secondary hand
3	-5	-7
4	-4	-6
5	-3	-5
6-15	-2	-4
16	-1	-3
17	0	-2
18-20	0	-1

These scores were determined by using a base "to hit" penalty of -2/-4 for the primary/secondary weapon hand, and adding the Reaction/Attacking adjustments for dexterity, as given in the AD&D *Players Handbook* and the *DEITIES & DEMIGODS™ Cyclopedia*. If a character uses a weapon in his or her secondary hand, without using a weapon in the primary hand or while holding a shield in the primary hand, the penalties "to hit" for the secondary hand should be used as shown above. Rather than have a separate category of people defined as ambidextrous, able to use a weapon equally well in either hand, persons with high dexterity (17+) could be considered ambidextrous; their secondary hands will function almost as well as their primary hands.

As to the sorts of weapons that may be used in the primary and secondary hands, the following selections are given. It was arbitrarily decided to restrict the types of weapons usable in the primary hand to those not exceeding 4' in length or 100 g.p. in weight, and which can be used in a space of 4' or less. Secondary hand weapons would be limited to one-half of the above specifications. These rules would govern weapons use for characters of approximately man size (5' to 7' height).

Weapons usable in primary hand: battle axe, hand axe, club, dagger, horseman's flail, hammer, footman's mace, horseman's mace, footman's pick, horseman's pick, scimitar, broadsword, longsword, shortsword.

Usable in secondary hand: hand axe, dagger, hammer, horseman's mace, horseman's pick, shortsword.

The DMG states that only a dagger or hand axe may be used as a secondary hand weapon. DM's are free, of course, to adhere strictly to this ruling; the selections above were added to increase variety within a reasonable degree.

Characters using a weapon in each hand will effectively double the number of attacks they may make each round, as shown in the table below. Such attacks would apply only to thrusting or striking weapons. Fighters and members of fighter subclasses in combat with creatures having less than one hit die will gain an additional attack: For instance, a 2nd level fighter normally gets 2 attacks per round with a weapon in each hand, and

has 3 attacks per round in the same situation against a creature with less than one hit die.

Attacks per round with two weapons	
Class/level	Attacks/round
Fighter 1-6	2
Paladin 1-6	2
Ranger 1-7	2
Other classes (of any level)	2
Fighter 7-12	3
Paladin 7-12	3
Ranger 8-14	3
Fighter 13 & up	4
Paladin 13 & up	4
Ranger 15 & up	4

A character striking an even number of times per round will have those attacks divided evenly and alternately between the two weapons being used, starting with the primary hand weapon. If the character strikes an odd number of times, the attacks will be made alternately between the two weapons, starting and ending with the primary hand weapon.

Any strength bonuses to hitting and damaging scores are applied to attacks made with either hand. Any non-proficiency penalties for using a weapon a character has not used frequently are accounted for in the attacks a character makes with that weapon, no matter which hand it is used in.

A character may, if desired, hold both a dagger and a *small* shield in the secondary hand. In such a case, at the start of each round of combat the character must declare whether he or she is going to attack with the dagger or defend with the shield in that round; the character *cannot* gain the shield's benefit and use the dagger in the same round. No other weapon but a dagger is suitable for this kind of combat. Attacks with the dagger must be made at an additional -1 penalty "to hit," on top of all other penalties or bonuses "to hit," because of the weight of the shield on the forearm.

For characters of racial types generally shorter in height than 5', the following selection of weapons for primary and secondary hand use are given. Those printed in *italic* type may be used in the primary hand by dwarves only, since only they are massive and strong enough to manipulate the indicated weapons. Halflings, gnomes, and other small races of 3' to 5' average height may make use of the other weapons.

Weapons usable in the primary hand by those under 5' tall: hand axe, club, dagger, hammer, horseman's mace, horseman's pick, *scimitar*, *longsword*, shortsword.

Weapons usable in the secondary hand by those under 5' tall: hand axe, dagger.

As a side note, the only other weapons

a dwarf could logically use one-handed (with a shield) besides those mentioned above would be the horseman's flail, footman's mace, and broadsword. All other weapons (including the ever-popular battle axe) must be used two-handed because of their size and weight.

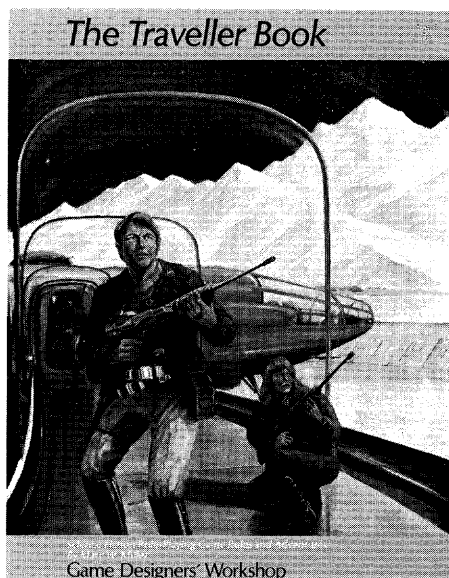
The DEITIES & DEMIGODS book offers a couple of examples of characters who commonly use two weapons: Fafhrd and the Gray Mouser from the Nehwon mythos. Interestingly, the material in the DDG book seems to contradict the rulings in the DMG. The Gray Mouser fits in with the above tables as far as attacks per melee round with two weapons, but receives no penalties "to hit" because he has a 19 dexterity. Fafhrd, who likewise uses two weapons, is a 15th level ranger who attacks only twice per round; it is not mentioned whether he receives a penalty "to hit" with his left hand's weapon. Though I would probably let these characters stand as written, it would be a good idea to establish some internal consistency to an AD&D campaign and adopt rules that apply to all characters.

Until such time as official rulings are outlined on the above, this article is offered to cover these situations. Next time you want to scythe a pathway through an orc army, use two weapons instead of one and double your fun. But doesn't that half-orc chieftain have two weapons, too? . . .

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(From page 3)

directed them along the chasm to a small foot bridge, which they all crossed in haste, without question. Only after they reached the other side and saw the bridge melt away did they realize it was a mere illusion.

This brings up another point. If an illusion is real enough to hurt someone, it is real enough to be taken for "real" in all cases. In this sense we have made the illusion absolutely real to anyone who sees it and fails his save. Thus, an illusionary cover over a pit trap will hold a person up (until he disbelieves it). A few in my group thought that this was going very far, making it almost a philosophical concept. However, I don't feel that giving some creatures automatic saves is right, either. If the cover to the pit gave way, that would be tantamount to what would be happening.

All this has the effect of making the illusionist a very powerful, yet very fun, class. Instead of being a simple magician throwing magic right and left at the evil beasts, the illusionist is a clever schemer who uses his illusions to build some elaborate plots and subplots in the minds of the unsuspecting. The illusionist becomes more of a thinking character, but with the higher intelligence that is granted in the game, I feel that this is what the illusionist is expected to do.

Geoff Meissner
Poughkeepsie, N.Y.

'The nature of faith'

Dear Editor:

I enjoyed seeing my article on the use of weapons of choice in DRAGON #66 printed with a rebutting article by Bruce Humphrey, defending the rules limiting certain character classes to specific weapons. Bruce's approach concerning magic-users and his suggested psychological aversion to using physical weapons and defenses being an essential part of the mindset required to cast magic spells was interesting. It's certainly as valid an excuse for the rules as any I've seen, if you can talk your players into seeing it that way. The opposite approach is the gamer who plays his MU as wearing daggers stuffed into his boots, belt, and backpack in profusion, with protections rings and spells letting him jump into melee!

I strongly disagree with Bruce concerning clerics, however. Here we part company on the very nature of religious faith. It seems to me that Bruce insists on transferring the Christian aversion to the shedding of blood to the priests of all pagan deities. He argues that even less-than-good deities would limit their clerics from spilling blood in other than ritual grounds and temples. The problem with this is that it ignores the gods of war. Granted that most religions that required blood sacrifice, including human sacrifice, did so for the most part at the altar or sacred grove in ritual conditions. But the logical place for a sacrifice to a god of war is on the battlefield, and a study of

history yields a number of instances in which societies were formed around this concept.

The most extreme example of this was the war god of the Aztecs. Most primitive early cultures had fertility or nature deities to whom blood sacrifices were offered every year to insure the end of winter and the blossoming of crops to maintain the life of the tribe. The Aztecs carried this idea to extremes; unlike the early Greeks, who only made sacrifices once a year, the Aztecs went to war with neighboring tribes to feed the earth with blood in honor of the gods.

I'd like to avoid pointless arguments over the different standards appropriate to different gods in each section of the AD&D nine-fold alignment system. Whether or not shedding blood seems "good" or "neutral" or "evil" to you is beside the point in discussing the weapons that would be selected by the clerics of a specific god. If a god uses weapons at all, and at least half of the gods are so described, then it logically follows that the worshippers of that god will use the same weapons for the same purpose their patron deity does, in furtherance of his commands. If a cleric is a follower of a war god, he is going to regard spilling blood as an inherent part of his duties — and a mere incident to the main activity, which is killing enemies.

The argument that the mace is a symbol of authority because it resembles the rod or sceptre is also spurious. In a world in which the gods are *real*, and can be called upon for aid, the symbol of authority carried by a priest of a specific god will be the kind of thing that characterizes the god's function in the universe. A god is generally symbolized by one specific thing, such as the bow for Diana, the spear for Odin, and so forth. A weapon is of itself a symbol of authority, and a priest who carries his god's favorite weapon is a symbol of the authority of the god himself, who stands behind the priest and gives him his power and station in society. Therefore, it is hard to believe that a priest of a warlike god would ever feel comfortable without that weapon, specific to his patron god, either in hand or within easy reach.

This is at least the second time such arguments have appeared in DRAGON, but they are just as culture-blind today as in the past. The problem with this approach to rationalizing rules is that it ignores the society the character lives in, the religion the character believes in, and the fundamental role-playing assumptions that go into creating a character who is a cleric of a pagan deity. Instead, we get a warmed-over and disguised version of Christianity poured into the wrong molds. To which I respond: Nonsense. Play a medieval Christian warrior-priest under the mace-limit, but don't try to force that rule on my priest of Odin, because when you do so the game ceases to be a role-playing activity in any meaningful sense. May I suggest a study of history as a source of role models?

John T. Sapienza, Jr.
Washington, D. C.

Spell books revisited

Dear Editor:

I would like to reply to a letter by Roby Ward published in DRAGON #64. It's obvious that Mr. Ward has neglected to look more closely at the article about spell books (from issue #62). He says that a magic-user can "write extra pages of a certain spell which he knows into his book for casting during an adventure." I agree it is possible to cast a spell from a spell book, as there is a scroll-like dweomer used to create the magical runes, but this is not usually done for practical reasons.

If you consider the weight and size of a traveling spell book, you can see that the book would take about as much space as a medium-sized notebook. Although it would be possible to carry one in your hand, this sure would ruin your ability to cast a spell! And it's even worse when you're trying to dig the book out of your pack: Do you grab the right object in your haste? And do you know how long this is going to take, even if you grab the right object? Even if you get it out, it's still going to take a few segments to find the desired spell, and through all this time you're going to stick out like an elf in an orc's lair. And if the DM is doing his job, you'll know it!

The idea of casting spells out of the book may be useful in a less hurried situation, although this idea might be discouraged because you'd probably lose the ability to cast the spell on that sheet.

The idea that Mr. Gyax has put into his article will work very well if the DM remembers to keep things in perspective.

Robert Hilton
APO New York, N.Y.

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GEN CON® Miniature Open winners

by Kim Eastland

Painting miniatures and creating dioramas is a wondrous pastime, and one of the more enjoyable aspects of the hobby is the chance to create a new trend or tradition, especially one that is connected with a convention. However, when one is dealing with a convention the size of the GEN CON® XV event and getting support from the major companies in the field, the experience becomes almost one of ecstasy.

A number of years ago I had the pleasure of attending my first GEN CON game convention. One of the things I remember most about it was the miniatures painting contest. This was the first time I had seen miniatures painted by the "pros," and, boy, was I impressed.

The contest came and went over the years, until, at the GEN CON XIII show, it disappeared. I made some inquiries and found that a number of folks inside and outside the industry thought a permanent painting competition was a great idea, but no one had the time (or inclination) to put one together. It was then that I began seriously wondering whether an individual outside of the "professionals" could organize such an event and receive backing from the various manufacturers of miniatures and miniatures-related items (games, paints, etc.).

That was three years ago, and now we are preparing for the third GEN CON Miniature Open, to be held next summer. As shown by the photos accompanying this article, the contest

has become quite a high-quality event, attracting hundreds of entries from miniaturists all over the country. While this is not a "pro" competition (such as the breathtaking Miniature Figure Collectors of America shows), it is the best event of its kind currently being offered at a game convention.

Why is it the best? Because of (a) the same location and coordinator for consecutive years; (b) advertising of the event well in advance of

An orc captain in Richard Wheeler's "Raiders of the Last Orc" diorama gazes at the pyre holding his comrade's remains — while, above him, a python gets ready to attack.



the convention; and (c) most importantly of all, great support from the sponsors.

Sponsoring an event like this means more than supplying a few "token" gift certificates. The sponsors for the event at GEN CON XV dished out a generous supply of merchandise and gift certificates worth thousands of dollars altogether. True, the smaller firms give smaller amounts (which is only natural), but what is unusual is that the "big boys" of miniatures are willing to give in proportion to their size. Contributors and the dollar amounts of their gifts were as follows: Adventure Gaming Magazine, \$120; Broadsword Miniatures, \$50; Dragon Publishing, \$264; Grenadier Models, \$230 (Grenadier also laid out more than \$1,000 for the company's AD&D™ Painting Competition); Heritage U.S.A., \$230; Martian Developments, \$170; Mini-Figs, \$230; Polly S Color Corp., \$140; RAFM Co., \$60; Ral Partha Enterprises, \$120; Tekla Fineline Brushes, \$100; and TSR Hobbies (trophies), \$425. Total prize contributions for the GEN CON Miniature Open amounted to more than \$3,139.

Again, these are firms that were not required to contribute anything, but did so because they wished to reward the winning miniaturists. And speaking of winning miniaturists, they were:

Historical Gaming Units: 1st, Jim Zylka, "Wallachian Cavalry"; 2nd, Jim Zylka, "Swiss Confederation."



Historical Diorama: 1st, Eric Heaps, "Viking Raid"; 2nd, Steven Meyer, "Jeremiah Johnson."

Junior Historical: 1st, Dan Edwards, "Marc the Avenger"; 2nd, Bill Marotti, "Pikeman."

Monsters: 1st, Richard Wheeler, "Raiders of the Last Orc"; 2nd, Tony Toich, "Mama & Babies."

Fantasy Diorama: 1st, Richard Wheeler, "Gules & Or Inn"; 2nd, Tim Elliot, "We have him now!"

Junior Fantasy: 1st, Chris Jones, "Lost Treasure of Senoj in the Ice Caverns of Krile"; 2nd, Sean Dunn, "Hecteron."

Individual Figures: 1st, Matt Materne, "Keltic Kzin"; 2nd, Steven Meyer, "Jim Bridger."

Large Scale Dioramas: 1st, Richard Wheeler, "The Woods"; 2nd, Steven Meyer, "A' Courtin'."

Junior Personalities: 1st, Bill Marotti, "Illusionist"; 2nd, Casey Gaffney, "Dwarf Fighter."

BEST OF SHOW:

Richard Wheeler, "The Woods."

MASTER OF 1982:

Eric Heaps, "Cornered."

Highlights from Richard Wheeler's striking display "Raiders of the Last Orc" are shown at the top of this page and the preceding page. The work depicts an orc party on a swampy, snake-infested island looking for the lost remains of their former leader. The large photo on the preceding page shows an orc warrior about to eliminate one of the fearsome reptiles. Wheeler's isle was filled with snakes and lizards — all of them handmade.

One of the reasons Richard Wheeler was awarded Master status is his "Gules and Or Inn" (bottom left), constructed complete with realistic dirt floors, wooden furniture, and guzzling patrons.

A wide-angle view of Eric Heaps "Viking Raid" on an English church (bottom right) shows the situation at hand. Although the church is afire, it is being valiantly defended by knights and men-of-arms.

As is evident from the photos, a few magnificent painters really stood out this year. In recognition of this fact, a "Master" status has been introduced to the contest. Starting this year and every year from now on, one or more miniaturists who have excelled in their craft will be pronounced a Master. This places them in a category in which they will only compete with other Masters, thus allowing up-and-coming painters a chance at the limelight in the normal categories, while giving the Masters a chance to compete with others at their level.

There were a couple of special competitions within the overall Miniature Open. Grenadier Models held its Second Annual ADVANCED DUNGEONS & DRAGONS® Painting Competition, a great success with a much larger turnout than last year. The judging was also more difficult this year, since the average entry was of better quality. The winners of trophies from Grenadier were:

Single Figure: 1st, Steven Meyer, "Orc Priest"; 2nd, Jim Stevens, "Druid"; 3rd, Andy Stevens, "Xorn."

Diorama: 1st, Richard Wheeler, "Raiders of the Last Orc"; 2nd, Gene Elsner, "Druid-

ess Summoning an Elemental"; 3rd, Ron Shirtz, "Who Goes There?"

Junior: 1st (tie), Casey Caffney, "Dwarf Fighter," and John Selzer, "Goblin Warrior."

Master: Eric Heaps, "Wizard's Room."

This rendition of "Jim Bridger" (directly above), executed by Steven Meyer, shows the advantages of painting a larger-scale figure. The photograph does fair justice to the exquisite detail of such things as the figure's watch chain, striped pants, and skin texture.

Tim Kask of Adventure Gaming Magazine also gave out special awards for excellence (subscriptions plus a set of his Fineous Fingers Figures) to Steven Meyer for his "Jeremiah Johnson" scene and to Tony Toich for his "Forest Ambush," a huge diorama portraying the forces of evil raiding an elvish procession in a forest.

The awards announcements ended with the proclamation of the Masters, the first such classifications recognized at a GEN CON event. The charter members of the group are Eric Heaps, Steven Meyer, Tony Toich, Richard Wheeler, and Jim Zylka.

The third GEN CON Miniature Open was a grand event, and those of us who enjoy miniatures and dioramas are grateful to all those who entered. Plans are already being drawn up for next year's GEN CON Miniature Open, and we hope to make it the best yet. Look in upcoming issues of DRAGON™ Magazine and the RPGA™ network's POLYHEDRON™ Newszine for word about categories, dates, and so forth.



This close-up of a section of Eric Heaps' "Viking Raid" (top of page) illustrates the amount of detail work that goes into a prizewinning presentation. Note the scarred shield, the fallen Viking, and the realistic ground cover.

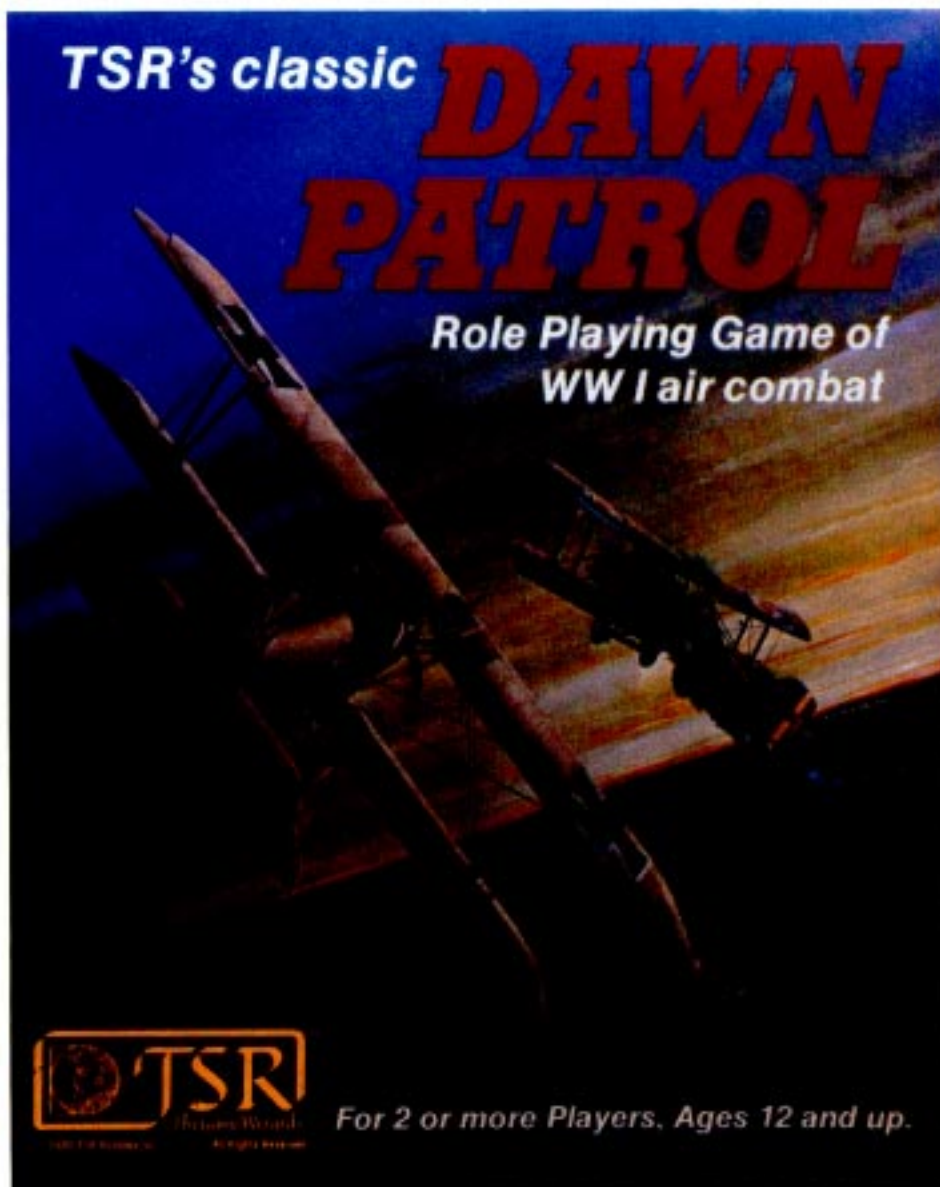
Junior awards were given out for the first time at the GEN CON XV competition. The photo at the top of this column is a look at Sean Dunn's "Hecatron," which was a winner in the Junior Monster division. The junior division was such a success and had so many entrants that it will definitely be a part of all future Miniature Open painting contests.

A pair of adventurers—in 77mm scale, no less—emerge from the undergrowth in Richard Wheeler's diorama "The Woods." This entry was the well-deserved winner of the Best of Show award at the Third GEN CON Miniature Open. Of special note is the incredibly realistic foliage, obviously an essential element in the creation of a woodsy scene.

Two final notes: If anyone knows Matt Materne, please have him contact us. And, on a sad note, Bill Marotti, the Junior entrant who did so well, had his entries stolen after they were taken from the exhibition hall. Any individual who provides information leading to the apprehension of the thief or the return of Bill's miniatures will be given a Lifetime Membership to the RPGA Network. Please send any and all information to Kim Eastland, Role Playing Game Association™ Headquarters, P.O. Box 509, Lake Geneva WI 53147. All correspondence will be held in the strictest confidence.

**Photography by
Dan Sample**





Up, up and away

***A classic
game soars
to new heights***

**by
Jim Quinn**

You're flying back over the front lines, checking the damage to your left wing, when suddenly three German Albatros fighters are on you at once. The first two swing in behind your tail and the third descends from above. The *tak-tak-tak* of their spandau guns fills the cockpit, and your plane shudders as the slugs impact.

Your adrenaline begins to pump, your gut tightens. You open up the throttle, kicking hard on the rudder at the same time, dropping your right wing and throwing the SPAD XIII into a power dive. Badly shot up and outnumbered, you continue the dive and try to head for home.

"Come on, hold together," you mutter to the controls under your breath. You can hear the wings groan under the stress, their wire supports singing a high-pitched whine.

The Germans chase, but fall back as your SPAD outdives the slower, less sturdy Albatrosses. Another thousand feet, and they abruptly break off and turn back. Carefully, you pull out of the dive and level off. . . the controls seem to be okay. As you get your bearings for the trip home, you allow yourself a slight smile. *That was close*, you think, *but this isn't horseshoes*. . .

You can live this kind of adventure, and keep both feet planted securely on the ground all the time, by playing the DAWN PATROL™ game —TSR Hobbies' new version of the classic FIGHT IN THE SKIES™ game. It's the 7th edition of the rules, first published in 1968 by Mike Carr, the game's author. During the intervening fourteen years, the rules have been expanded and refined repeatedly,

culminating in the new DAWN PATROL set. The box includes a 32-page rule book, 32 more pages of charts and cards, a full-color map, and two sheets of full-color counters — a total of 103 World War I vintage airplanes plus anti-aircraft artillery and a couple of dirigibles.

The game is a combination of simulation and role-playing activity. Players "become" the pilots of WWI aircraft and

must successfully contend with enemy pilots and the other hazards of early aviation warfare as they try to (a) stay alive and (b) gain status and become aces.

Three new aircraft are included in the DAWN PATROL rules: the Dorand AR.2, SPAD XI, and Morane-Saulnier AI. The aircraft counters are printed in historically accurate colors for the first time; before, enthusiasts had to color their

own counters to distinguish particular planes from one another.

The new set includes "Two-Seater Random Aircraft" charts for generating encounters with observation and reconnaissance planes or bombers. By using the new charts in conjunction with the "Fighter Random Aircraft" charts, players can randomly recreate all the elements of dogfights just like they actually occurred. The charts are divided into months (from February 1917 through October 1918), and each plane's likelihood of appearing randomly depends on whether that type was in action (and if so, how often) during that particular month of the war.

Although the combat sequence looks complex on paper, the mechanics are simple to learn, and action flows smoothly after a few practice runs. Players choose sides and aircraft, roll their starting altitudes randomly, and the action begins as the two formations close in and mix it up. With higher dice rolls moving first, everyone takes a turn (corresponding to 20 seconds of real time) to maneuver his planes and pick out a target. Firing takes place; damage given and received is recorded, and some pilots may make checks for mechanical and structural problems related to that damage. Any restrictions or reductions in a plane's performance are noted, and everyone's ready for the next turn.

For purposes of assessing damage, each plane is divided into sections, and each section (engine, forward fuselage, right and left wings, tail, etc.) can only take a certain amount of damage before the aircraft is shot down. The advanced game has a provision for an greater chance of added problems as the damage taken in a given area increases.

The opportunity to role-play each pilot adds a personal dimension to the game. You'll have a different pilot for each of the aircraft types, and whenever that type comes up on a table, that pilot will fly. Pilots have names, nationalities, and personalities: some are gutsy daredevils, some cautious, others coldly calculating — all reflected in the way they fly and fight. Every time a pilot takes to the air, you credit him with a mission, and chalk up any kills he gets. Pilots who survive for 12 missions or notch 5 kills reach ace status and gain several game advantages. Some will work their way up to double ace (24 missions or 10 kills) or even higher. Outstanding pilots can receive medals, commendations, promotions in rank, and/or reassignment to a superior aircraft.

World War I aerial combat didn't — and doesn't, in the game — consist exclusively of dogfights; the rules also provide for pilots tangling with bombers, reconnaissance planes, and observation missions. Balloon-busting forays are great fun,

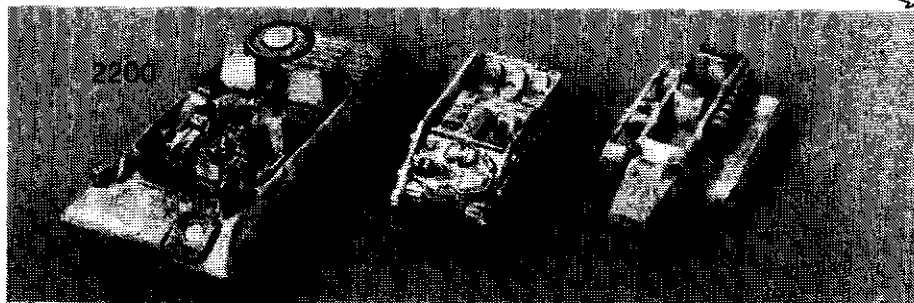
and usually a great and interesting challenge because of ack-ack and machine gun ground defenses.

The basic game rules have been rewritten and simplified, both in terms of content and presentation. Movement and maneuvers, fields of fire, and examples of play are well diagrammed, making the rules easy for new players to absorb. As players get more experienced (and their pilots likewise), the advanced game and optional rules can be incorporated for even more realism. These rules cover such things as low-level flying, gun jamming, wounded pilots, and landings and takeoffs (so you don't have to start playing in mid-air).

A single mission, involving any number of players and pilots, takes 1-1½ hours to play. (It's best to have at least four people and no more than ten.) If there is an odd number of players, one of them can act as an observer and fly two-seater craft to keep the number of players on each side equal.

The game incorporates so many variables that no two missions are ever the same. Even if the same planes fly against each other for a succession of separate missions, the events and outcome of each of the missions will be distinct from all the others. Players, just like the pilots themselves more than 60 years ago, can never tell ahead of time how a mission will go.

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BEG, BORROW or STEAL?

Six ways to aid Cal Arath's cash flow

by Glenn Rahman

The best solo game in this writer's experience is Dwarfstar's Barbarian Prince. The game is a programmed adventure in which the player leads a character, Prince Cal Arath, through a series of random adventures and tactical choices, causing a kind of living adventure to unfold. Success comes by accumulating a cash reserve of 500 gold pieces in just 70 days (turns). Missing the victory conditions, or dying, means failure.

Perhaps nothing so limits Cal Arath's chances of success as the difficulty of earning money in a pinch. Gold falls his way when he defeats an enemy character, or via a lucky encounter or an audience with a lord, but all too often he simply cannot meet his budget for food and bribes. Lack of funds often means he dare not enter a town, temple or castle, where hunting or camping is not feasible.

It seems to this writer that towns, temples and castles are precisely the places to go if a strong young man is determined to fill his purse by fair means or foul. Towns, after all, are commercial centers and abodes of the wealthy; castles and temples are storehouses for treasure and tribute. Certainly a man must have his wits about him if he hopes to support himself — and to make the biggest gains he must take the biggest risks. With all this in mind, the following variant rules are offered.

Daily actions

In addition to those daily actions allowed only in certain types of hexes (r203 in the rules booklet), the following should be added. Each of these actions is explained in detail below the list.

Seek an honest job (r344) in town or castle

Beg in the streets (r345) in town, castle or temple

Borrow from a Shylock (r346) in town

Rob a house (r347) in town
Rob a castle or temple (r348) in castle or temple
Rob a passerby (r349) in town

r344: Seek an Honest Job

In a town: If you make a roll on one die less than your "wit & wiles" rating, you have found a job opening. While working, no other activity is possible. Roll one die to determine the type of job:

1 or 2 = Part-time menial work; food and lodging provided.

3 or 4 = Common labor; food and lodging plus 1 gold per day.

5 = City guard position; food and lodging plus 2 gold per day.

6 = Private bodyguard; food and lodging plus 3 gold per day.

In a castle: If you make your wit & wiles roll, as in a town, the captain of the guards appreciates your merits as a swordsman and allows your enlistment:

1, 2, 3, or 4 = Castle guard position; food and lodging plus 2 gold per day.

5 or 6 = Mounted patrolman position; food and lodging plus 3 gold per day.

r345: Beg in the Streets

If you are wounded and starving, it is forgivable to beg. To determine the success of the day's begging, roll a die:

1 = Scorned, buffeted and insulted; no gold received.

2 or 3 = Paltry gleanings; 1 gold received.

4 = Looked on with compassion; 2 gold received.

5 = Meet philanthropist; 3 gold received.

6 = Confronted by 1-3 local constables (r305). They are all skill 5, endurance 4 and wealth 4. If you surrender, you must go to e060a (minor offense). If you defeat them,

you must escape (r218a) from the hex. If you fight them and are defeated (but not slain), you are thrown into the dungeon (e062).

r-346: Borrow from a Shylock

A loan of 10 gold may be obtained from a local usurer. Seven days later, or when you are about to leave town, 12 gold is due as repayment. If you cannot repay on time, or if you attempt to leave town without paying, you must make a die roll for a result lower than your wit and wiles rating. If the roll is made, repayment can be avoided for one more day, or you may flee town. If the roll is missed, the usurer's henchman will confront you (r305). His skill is 7, his endurance 6, and his wealth 2. If you defeat him, you may escape from town (r218a); if you are defeated, you are slain as an example to other "deadbeats."

If you owe money to a usurer in a town you have fled from, you will be wanted by the constables there. If you return to the town, you must pay 100 gold, in interest and fines, and even if you pay the fines, no usurer in that town will ever trust you for a loan again. If you return and do not pay 100 gold, you must make a roll on one die less than your wit & wiles rating each turn or be set upon by 1-6 constables with skill 5, endurance 4 and wealth 4 (r305). Unless you escape (r218a), you are taken to debtor's prison (e062). If you are so unfortunate as to kill a constable in your failed attempt to escape the hex, you will be sentenced to die (e062).

r347: Rob a House

If desperation drives you to a life of crime, you may try to rob a rich man's house. If you roll on one die a number less than your wit & wiles, you may rob the house without attracting the guards' attention. If you fail the roll, you are confronted (r305) by 1-6 guards, skill 4,

endurance 4, wealth 4. If you defeat the guards, you may rob the house. However, if guards are encountered you must escape the hex (r218a) at the end of the turn, as there will be a description out on you.

To determine your loot, roll a die. This yields the wealth code for the obtainable loot:

- 1 = 10 gold
- 2 = 30 gold
- 3 = 50 gold
- 4 or 5 = 100 gold
- 6 = 110 gold

r348: Rob a Castle or Temple

There are comparatively richer pickings in a castle or temple. To rob without arousing the guards, you must make a roll on one die less than your wit & wiles rating. If you rob a castle in which you are a castle guard, subtract one from the result. If you fail the roll, you are confronted by 2-12 guards (r305), skill 5, endurance 4, wealth 4. If they defeat you, you are slain. If you defeat them, you may grab some loot and escape the hex. To determine the nature of the loot, roll a die for the castle/temple wealth code:

- 1 or 2 = 70
- 3 or 4 = 100
- 5 or 6 = 110

If one robs a castle/temple, he must escape the hex (r218r). Should he ever return to the hex, he will be beset by 2-12

guardsmen (as above) but has no chance to rob anew.

r-349: Rob a Stranger

Hoping to win a fat purse, you lurk along the dark alleys. Suddenly you hear shuffling footsteps and see a dim outline in the half-light. If you roll on one die a number less than your wit & wiles, you are able to recognize what sort of person is approaching. If you fail to make the roll, you may still attack the stranger, but cannot identify him until committed to the attack. To determine the nature of the passerby, roll two dice:

- 2 = Dwarf — skill 6, endurance 7, wealth 21.
- 3 = Priest — skill 2, endurance 3, wealth 2.
- 4 = Amazon — skill 6, endurance 5, wealth 4.
- 5 = Thief — skill 4, endurance 3, wealth 25.
- 6 = Vagabond — skill 3, endurance 3, wealth 1.
- 7 = Townsman — skill 3, endurance 3, wealth 15.
- 8 = Soldier — skill 5, endurance 5, wealth 5.
- 9 = Swordsman — skill 6, endurance 7, wealth 7.
- 10 = Nobleman — skill 6, endurance 7, wealth 21.
- 11 = Magician — skill 4, endurance 4, wealth 60.

12 = Elf — skill 5,

endurance 5, wealth 12.

If you slay a priest, you are liable to get the "mark of Cain," as described in e018.

If you attack a Magician, he may use a wizard fireball, as described in e023.

If you attack an Elf, he will turn out to be a Magician-Elf on a roll of 5 or 6 (on one die) and will have the fireball (e023).

If you attack a Nobleman, and he survives the surprise attack, he may have servants nearby. Roll a die: 1, 2, or 3 will bring that number of servants, and a roll of 4, 5, or 6 will bring no servants. A servant has skill 4, endurance 4, and wealth 2.

When you attack a stranger in order to rob him, you get surprise on your side (r220d). However, if he is not dead or unconscious after your surprise attack, there is a possibility that the local constables will be attracted by the noise and shouting. At the beginning of each subsequent combat round, roll a die; on a result of 1, you encounter 1-3 constables (each of them having skill 5, endurance 4, wealth 4).

If you are forced to escape from your victim or the constable(s), you must escape the hex (r218a), since a man of your description will be sought. If you should return to the town after such an escape, each turn you must make a successful wit & wiles roll or be set upon by 1-6 constables (r305).

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THRILLS AND CHILLS

ICE AGE ADVENTURES

Many are the monsters from the Pleistocene Epoch roaming the pages of the AD&D™ Monster Manual. But for the most part, I've let them stay there. I mean, why would players want to go adventuring in the Ice Age? There's no metal-working — ergo no armor, no steel for weapons, and no *money*. There's no civilization — ergo no castles, no cities, no society (as we tend to think of it) to adventure in. There's no agriculture, no commerce, and no writing: just lots of ice, dangerous animals, and death lurking in every corner. So what is there about the Ice Age that could hold a player's attention? The answer: lots.

After reading *The Clan of the Cave Bear* by Jean Auel, I got a hankering to adventure in the Pleistocene. Cave halflings danced before my eyes, blizzards blew through my fevered brain, and *survival* became the only game in town. In the end, I thought of three basic role-playing modes that could send one off into the Ice Age.

Number One: The Clan. The object of this mode is the preservation of the Clan, a small tribal society of hunter-gatherers who must depend on each other to survive. I drew up a clan of about 20 halflings and singled out the player character types: 1st-level individuals who can rise in the clan pecking order, becoming its leaders and providers. The challenge to the players is to ensure the clan's survival in an incredibly hostile world. Food must be secured. Shelter must be found. Outsiders must be kept away. Offspring must be propagated. Weather, predators, and disease must be overcome. And everything hangs on the intelligence and cooperation of the party (the group of PCs within the clan). In short, even with no castles or coins, this sort of situation has all the makings of a desperate and noble enterprise.

Number Two: The Individual. Take a first-level player character, make him an outcast or an orphan, and set him down to make his way *alone* in the savagery of the Pleistocene. Very challenging: this even has possibilities for solo adventuring. The object here is to explore while securing food, shelter, and other necessities. The individual must survive. And along the way, this hero could build up followers and henchmen to form the nucleus of a new clan — the surest ticket to survival.

Number Three: Mix and Match. A regular party of adventurers, bored with dungeons and slums, might go for a trip to the Ice Age. Maybe they get dumped there through the ire of a super-powerful wizard? Maybe they enter a time warp? Maybe there is a corner of your campaign area that never got over the glacial period? Or, you could dump some Ice Age characters and creatures into a regular AD&D campaign. Either way, you can make players see things through new eyes, and have a lot of fun besides.

Okay. Having justified the trip, then how does one go about setting up a Pleistocene campaign? The first thing is to understand what the absence of civilization means. No cities. No structures more complicated than a lean-to, a hide tent, or a cage. No agriculture beyond gathering whatever grows where it happens to grow. No politics beyond the clan/tribal gathering or an occasional encounter with outsiders. No organized war. No crowds. No books, scrolls, glass, wheels, metal, woven fabrics, or machines. Not even much leisure time.

So what do Pleistocene folks do? Basically, they work: most of the time either gathering food, hunting food, processing food, or manufacturing clothing, tools, and weapons. (Except in winter, when they hole up in their cave(s), snowed in, dealing with a monumental case of community cabin fever.) "Adventuring" consists mostly of hunting trips, migrations, going to gatherings every few years, and coping with an occasional raid by (or *on*) a pack of predatory creatures.

Of course, there is story-telling and worship and play and even romance, but all these are an integral part of clan life; there are very few solitary pursuits in this society. Numbers mean strength, but too many mouths strip an area of food. Balancing out the equation of survival in your favor is the only way to keep alive, and an individual acting with an individual purpose has almost *no* chance of surviving. It's a hard life, and it never gets easier. Since treasure is almost non-existent (except for rough gems), the only way to rise in levels is to kill beasts and defend the clan. Experience can be gained in no other way. So let us consider how Ice Agers spend their time.

To nutritionally sustain one person for one month requires 1 hit die of meat-bearing animal or fish, plus 2 bushels of roots, grains, and assorted vegetable matter. Children require half of what adults do, but do not contribute significant labor for our broad generalizations. (A month has four weeks, and there are 13 weeks in a solar year.)

Keep in mind that animal/vegetable sources must be kept in this 1 h.d./2 bu. ratio. The life of the clan requires both sorts of nutrients. Game and fish provide fur, leather, fat for lighting, waterskins, ivory, and other materials, in addition to food. The grains and roots gathered also will include reeds for weaving bags, sticks to make into utensils, medicinal plants, and so forth. If the food ratio gets lopsided, the clan can survive by consuming 1 additional h.d. of meat per person per month in place of the 2 bu. of grains, or vice versa, but in these cases the DM should consider incorporating such effects as an increased chance for disease (because of vitamin deficiency), a higher likelihood of important equipment (such as protective clothing) wearing out, and so forth. The DM can assume that as long as



ARTICLE BY
ARTHUR COLLINS

PAINTING BY
KIM GROMOLL



both proportions are supplied, most of the necessities of living will be taken care of. The only alternative to these general rules is to keep a detailed account of everybody's production and consumption of *everything*, which would be a colossal bore.

Thus, a clan of 15 adults and 4 children = 17 full consumers. In one year, they must kill, gather, and process 221 hit dice of game (above and beyond an occasional rabbit or pigeon) and 442 bushels of wild grains, yams, seeds, and so on. The task for the summer task is not only to keep alive, but to store away stuff for the winter, when one can neither hunt nor gather. Starvation, if it happens, usually comes in early spring, when there is no food to be found and the winter's stores are depleted (or ruined by vermin).

The facts of Ice Age life

Gathering of grains, plants, and so forth may take place in earnest starting the first week after the last frost (usually the 11th week of spring) up until 4 weeks after the first frost of the coming (usually the 2nd week in autumn). The growing season averages 91 days. Gathering can usually be done, then, over a period of 18 weeks; during the 7th through 11th weeks, gathering may be done at 150% efficiency (this is when the "crops" are most bountiful and convenient to pick). One adult may gather 1½ bushels of usable stuff in a day. The same area cannot be gathered in more than one week in six. Note also that mountains contain vegetation, but are not worth picking at. The DM might want to make an assessment of the relative bounty of the area; there is no distinction made here between hills, plains, forests, and swamps: edible stuff exists in all these places.

Hunting, unlike gathering, is not an "automatic" activity. This is where the DM and players can get down to adventuring. You must work for every hit die of beast trapped or hunted. I would allow a basic 1 in 12 chance of an encounter twice or thrice a

day (morning & evening, plus one more during the night, if the party is camping out). Not only game would be encountered, but also predators, vermin, and other creatures (see encounter tables). Good hunters (especially rangers) could probably track well enough to better the odds of having an encounter.

However, hunting and gathering are both alike in one respect: they are only a *part* of life. Only 2 days per week per person can be spent doing either or both. The other 5 days are taken up with the other business of life: processing food, making weapons and clothes, repairing and manufacturing the stuff of daily existence, worshipping. Groups from the clan can take hunting trips of 7 days' duration once in every 5-week period (weather permitting).

This all is not to suggest that all life means is work, work, and more work: only that, in general, one must accept major claims on one's time for the purpose of ensuring survival. Ceremonies, story-telling, raids, and daily problems "caused" by the DM may go on as one pleases without causing any problems in simulating the survival needs of the Pleistocene. But limiting hunting and gathering to only 2 days a week per person and staking out most of the rest of an individual's time as already obligated to some thing or another is a game device to ensure that sufficient time is spent on necessities without the players having to keep track of how many flint knives and fur robes they make. Flexibility in the monitoring of clan activities is required; the DM should note an increasing disruption of the clan's life-style only when a significant number of man-hours are lost. When sickness, injury, raids, or whatnot cause the number of "work days" to fall below the minimum, the DM may announce that such-and-such piece of equipment has worn out, or the clan's supply of this or that material has been exhausted; rectifying this problem then becomes the challenge to meet. The



DM should read *The Clan of the Cave Bear* and other fiction based in the Ice Age to get a feel for the working rhythm of this kind of society.

Generally, males hunt and females gather. This is not a sexist thing, but merely a wise division of labor. Both have much to do and division of labor is a wise idea. Survival is dependent on both game and plants. It makes good sense to see to both needs at the same time.

Races among the glaciers

The lack of agriculture and technology in the Pleistocene affects each of the player-character races. Cavemen (as in the *Monster Manual*) require no adjustments to their specifics to place in the Pleistocene world. For that matter, a group of nomads (afoot; horses and cattle have not been domesticated yet) armed with stone weapons would fit right in. So would stone-age berserkers. But PC races are another matter; some thought needs to be given to their cultural differences.

Dwarves should be very few, secreted in their deep places. To these types alone, if the DM allows it at all, some primitive metallurgy could be attributed. High-level tribal leaders might have crude metal weapons (+2, at least in comparison with the normal stone weapons) and studded leather armor. This benefit would place dwarves higher on the technological ladder than any other race. Therefore they ought to be *very* rare.

Elves would be +1 with spear and sling (instead of bow and sword, neither having been invented). While all races would have discovered ritual fermented or narcotic potatoes, to the elves would belong the specialty of making wine from wild grapes. Also, only wood elves would be around in Ice Age times. (Editor's note: Since the *Players Handbook* says all player character elves are considered to be high elves, abiding by this stipulation would make it impossible for player-character elves to exist in this environment. If the issue must be resolved, DMs will have to either ignore the author's recommendation or choose to allow a relaxation of the rule.)

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would be the best flint workers in the Ice Age. All their stone weapons should be considered +1 relative to those produced by non-gnomes.

Half-elves are virtually non-existent. Their racial specialty would be in woodcraft. Rangers, druids, and bards lead this society.

Halflings are the tamers of wild dogs. While other groups might capture an animal, only the halflings have domesticated them and learned to breed them. They even use them in hunting. A clan will consist of all tallfellow, all hairfeet, or all stouts, with no intermingling of the various racial strains and no "half-breed" halflings.

Half-orcs are the only race to use poisoned darts, and are the inventors of the blowgun used to fire them.

Humans have the advantage of having all classes open to them, with unlimited advancement potential, as is the case in the AD&D rules.

Cavemen (humans), should the DM allow such types to be player characters, should be +1 with a spear and -1 with all throwing weapons.

Considering that a clan would be xenophobic in the extreme, certain problems are presented. If the player-character group must be all dwarves or all elves, for instance, then eligibility in certain character classes needs to be extended to the race in question. Also, the level of technology and civilization (or lack thereof) in the Pleistocene epoch influences the maximum level attainable in certain character classes. The table in the Players Handbook on "Class Level Limitations" is modified for the Ice Age, so that it looks like this chart:

	Dw	Elf	Gn	½Elf	Hlf	½Orc	Hum
CLERIC	8	7	7	5	no	4	U
Druid	no	no	no	U	6	no	U
FIGHTER	9	7	6	8	6	10	U
Ranger	no	no	no	8	no	no	U
MAGIC-USER	no	11	no	8	no	no	U
Illusionist	no	no	7	no	no	no	U
THIEF	5	no	no	5	U	5	U
Assassin	no	no	no	no	no	U	U
Bard	no	no	no	U	6	U	U

All restrictions noted in the Players Handbook not changed above should be observed. Note that paladins and monks simply do not exist. Thieves are very rare (What is there to steal? Where is the society to steal from?), but the class is open to dwarves, so they can sneak around dungeons; to halflings and half-elves, to enable them to be used as scouts and as preparatory to bard status; and to half-orcs, who also use thieving ability to act as scouts, and are nasty to boot. Humans can be thieves because no class is closed to them. The assassin class is a half-orc prerogative, but of course also open to humans. Note that even though the cleric class is opened to PC dwarves, elves, and gnomes, non-human PCs still must be multi-classed clerics. Halflings are allowed to be bards because they can also be druids, fighters, and thieves, the three classes represented

(Turn to page 72)

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Be the first to cast these new high level spells

by E. Gary Gygax

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This month's installment finishes up the presentation of new magic-user spells slated for inclusion in the upcoming AD&D™ rules expansion. New spells of levels 5-9, supplementing the lists in the Players Handbook, are these:

No. 5th Level	6th Level
25 Avoidance	Chain Lightning
26 Dismissal	Contingency
27 Dolor	Ensnarement
28 Fabricate	Eyebite
29 Leomund's Lamentable Mordenkainen's Lucubration Belabourment	
30 Sending	Transmute Water To Dust
No. 7th Level	8th Level
17 Banishment	Binding
18 Forcecage	Demand
19 Mordenkainen's Magnificent Mansion	Otiluke's Telekinetic Sphere
20 Sequester	Sink
21 Teleport Without Error	
22 Torment	
23 Truename	
24 Volley	
No. 9th Level	
13 Crystal brittle	
14 Energy Drain	
15 Mordenkainen's Disjunction	
16 Succor	

Where credit is due

Credit for original conception or inspiration for certain of the new spells (including some presented in last issue's column) should be distributed as follows: *Melf* — Luke Gyax; *Leomund* — Len Lakofka; *Evard* and *Otiluke* are NPC characters of the Greyhawk Campaign; *Chain Lightning* was devised by John R. Kingsbury, and the spell won a 1st place in the 5th Invitational AD&D™ Masters Tournament; likewise, *Contingency* was devised by David Waksman, overall winner of the same tournament. Mordenkainen is my own character.

SPELL EXPLANATIONS

FIFTH LEVEL SPELLS:

Avoidance (Abjuration/Alteration)

Level: 5
Range: 1"
Duration: *Permanent until dispelled*
Area of Effect: *Up to 3' cube*
Components: V, S, M
Casting Time: 3 segments
Saving Throw: *Special*

Explanation/Description: By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself or herself. Thus, any living creature attempting to touch the affected object will be repulsed (unable to come closer than 1'), or will repulse the affected object, depending on the relative mass of the two; i.e., a lone halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back; a dozen such halflings would find themselves unable to come within 1' of the chest, while the chest would skitter away from a giant-sized creature as the creature approached. The material component for the spell is a magnetized needle. Because the spell can not be cast upon living things, any attempt to cast *avoidance* upon the apparel or possessions borne by a living creature entitles the subject creature to a saving throw.

Dismissal (Abjuration) Reversible (Conjuration/Summoning)

Level: 5
Range: 1"
Duration: *Permanent*
Area of Effect: *One creature*
Components: V, S, M
Casting Time: 1 round
Saving Throw: *Neg.*

Explanation/Description: By means of this spell, the magic-user seeks to force or allow some creature from another plane of existence to return to its proper plane. (Cf. fourth level cleric spell, *Abjure*.) The name of the type of creature to be returned must be known, and if it has a given, proper, or surname, this too must be known and used in the spell. Magic resistance, if any, is checked for effect immediately. Then, the level of the spell caster is compared to the level or number of hit dice of the creature being dismissed. If the magic-user has a higher number, the difference between his or her level is subtracted from the saving throw score of the creature to be affected by the *dismissal*. If the creature has a higher level or higher number of hit dice than the level of the caster, that difference is added to its saving throw score. *Exception:* If the creature desires to be dismissed, then only an unmodified saving throw is needed. Certain arcane works are reputed to allow greatly enhanced chances for spell success. If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The reverse of the spell, *beckon*, attempts to conjure up a known and named (if applicable) creature from another plane. Success or failure is determined in the same manner as for a *dismissal* spell, but in this case magic resistance is only checked if the creature has no known proper name. If the spell succeeds, the creature is instantly transported from wherever it was to the plane of the spell caster. This does not guarantee

that the beckoned creature will be kindly disposed to the magic-user, nor will it in any way be subject to his or her wishes or commands without some additional constraint. Because of this, various sorts of protective measures are generally taken when using this form of the spell, and even with careful preparation, the results might be unwholesome.

The material components of the spell vary with the type of creature to be dismissed or called. In general, items which are inimical and distasteful to the subject creature are used for a *dismissal*, and for a *beckon* spell materials which are pleasing, desirable, and rewarding must be used.

Dolor (Enchantment/Charm)

Level: 5
Range: 1"
Duration: 2 rounds
Area of Effect: One creature

Components: V, S
Casting Time: 5 segments
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user attempts to force compliance or obedience from some oppositely aligned or hostile creature from a plane foreign to that of the spell caster. The dweomer causes *unease* in the creature in question during its mere reading, and on the round thereafter, the subject becomes *nervous* and filled with *doubts*, while on the last round of effect the creature actually feels a dull, all-encompassing *dolor*. The initial effects cause the creature subject to make all saving throws versus commands/requests at -1 on the dice rolled to determine whether or not it resists, the adjustment favoring compliance. The secondary effects cause the adjustment to go to -2. The tertiary effect is an adjustment of -3. Thereafter, the creature is no longer affected and it makes further saving throws without adjustment.

The verbal component of the spell must deal with the class of creature in question, with as much information as possible about the subject creature.

When uttering the spell, the magic-user can be mentally assailed by the creature if the subject has a higher intelligence than the spell caster. In such a case, the creature has a 5% chance per point of superior intelligence of effectively *charming* and *dominating* the magic-user. In the case of such control, the creature will then do with the spell caster as its alignment dictates. If the spell caster is distracted or interrupted during the casting of the spell, the subject creature is able to *automatically effect* the *charm* and *domination*.

Fabricate (Enchantment-Alteration)

Level: 5
Range: ½"/level
Duration: *Permanent*
Area of Effect: 1 cubic yd./level

Components: V, S, M
Casting Time: *Special*
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user is able to convert material of one sort into a product of desired nature which is of basically the same material as was initially used when the *fabricate* was cast. Thus, the spell caster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created by a *fabricate* spell. The quality of items made by means of the spell is commensurate with the quality of material used as the basis for the new fabrication. If mineral material is worked with, the area of effect is reduced by a factor of *nine*; i.e., 1 cubic yard becomes 1 cubic foot.

Articles generally requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be *fabricated* unless the magic-user otherwise has great skill in the craft considered. Casting requires 1 full round per cubic yard (or foot) or material to be affected by the spell.

Leomund's Lamentable Belabourment

(Enchantment/Evocation)

Level: 5
Range: 1"
Duration: *Special*
Area of Effect: 1 or more creatures in a 1" radius

Components: V
Casting Time: 5 segments
Saving Throw: *Special*

Explanation/Description: By means of this spell, the magic-user causes a combination of *fascination*, confusion, and *rage* upon 1 or more creatures able to understand the language in which the spell caster speaks. Upon casting the spell, the magic-user begins discussion of some topic germane to the creature or creatures to be affected. Those not saving versus magic will immediately begin to converse with the spell caster, agreeing or disagreeing, all most politely. As long as the spell caster chooses, he or she can maintain the spell by conversing with the subject(s). As long as there is no attack made upon them, they will ignore all else going on around them, instead "choosing" to spend their time exclusively talking and arguing.

If the spell is maintained for more than 3 rounds, each subject creature must attempt another save versus spell. Those failing to save this time will wander off in *confusion* for 3-12 rounds, avoiding proximity of the spell caster in any event. Those who make the *confusion* save are still kept in *fascination* and must also save in the 4th, 5th, and 6th rounds (or for as long as the caster continues the dweomer) to avoid the *confusion* effect. If the spell is maintained for more than 6 rounds, each subject must save versus spell to avoid going into a *rage* — either at oneself, if one is the sole object of the spell, or at all other subjects of the spell — and attack suicidally (regular "to hit" probability) against one's own person, or fall upon the nearest other subject of the dweomer with intent to kill. This *rage* will last for 2-5 rounds. Those subjects who save versus spell on the *rage* check will realize that they have fallen prey to the *Bela-bourment*, and will collapse onto the ground, lamenting their foolishness, for 1-4 rounds unless attacked or otherwise disturbed.

If during the course of the maintenance of the spell the caster is attacked and/or otherwise distracted, he or she is still protected, for the subject or subjects will not notice. The magic-user can leave at any time after the casting and the subject(s) will continue on for 1 full round as if he or she were still there to converse with. In these cases, however, saving throws versus spell for continuance of the spell are not applicable, even if, for instance, the subject(s) would otherwise have had to save to avoid *confusion* or *rage*. Note that the spell is entirely verbal.

Sending (Evocation)

Level: 5
Range: *Special*
Duration: *Special*
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 1 turn
Saving Throw: *None*

Explanation/Description: By means of this spell, the caster is empowered to contact a single creature with whom he or she is familiar and whose name and appearance are well known. If the creature in question is not on the same plane of existence as the spell caster, there is a 5% chance per plane removed that the *sending* will not arrive; i.e., if the subject were two planes removed there would be a 10% chance of failure. The magic-user can send one word per level of experience, with articles not considered; e.g., *a*, *an*, and *the* are not treated as words with respect to the message sent. Although the *sending* is received, the subject creature is not obligated to act upon it in any manner. The *sending*, if successful, will be understood even though the creature has an intelligence of as little as 1 factor (1 point, or *animal* intelligence).

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.

SIXTH LEVEL SPELLS:

Chain Lightning (Evocation)

Level: 6
Range: 4" + 1/2/level
Duration: *Instantaneous*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 6 segments
Saving Throw: 1/2 or Neg.

Explanation/Description: When this spell is cast, the electrical discharge begins as a single stroke of lightning, 1/4" wide, commencing from the fingertips of the caster and extending to the primary target, which must lie within the maximum range of the spell as dictated by the level of the caster.

Chain lightning differs sharply from a normal *lightning bolt* (spell) in that when it strikes its intended target, it does not then dissipate. If the primary target makes a successful saving throw versus spell, one-half damage from the bolt of *chain lightning* is taken; otherwise, full damage (1d6 points per level of the spell caster) will be inflicted.

In addition, after striking the initial target, the bolt arcs to the nearest other object, be it animal, vegetable, or mineral. This chain of striking continues from one object to another object nearest it, possibly setting up an oscillation between two (presumably stationary or immobilized) objects, or a regular pattern involving three or more objects. If two or more possible targets are equidistant, the *chain lightning* will arc to metal first, then to the one with the most fluid, otherwise at random.

The chain keeps building up to as many "links" (including the initial target) as the spell caster has levels. Thus, a 12th level magic-user casting the spell would hit 12 targets: the primary target first, then 11 other (not necessarily different) targets. After the initial strike, each object subsequently struck is entitled to a saving throw versus spell, if applicable. Success on this save indicates that the stroke actually arced to the *next*

nearest target, and the target that saved takes *no* damage.

The arcing bolt will continue until it has struck the appropriate number of objects, as indicated by a target's failure to save or lack of the opportunity to do so (as for an inanimate object of non-magical nature), until the stroke fades out or strikes a target that grounds it. Direction is never a consideration in plotting the path of the arcing *chain lightning*. Distance is a factor, though; a single arc can never be longer than the range limit. If, in order to arc, the bolt must travel a greater distance than its maximum range, the stroke fades into nothing. A tree or a substantial piece of conductive metal — such as interconnecting iron bars of a large cell or cage — will ground the lightning stroke and prevent further arcing.

The lightning inflicts one less d6 of damage on each target it hits after striking the primary target for the first time; if the initial target was struck by a 12d6 bolt, the next target struck takes an 11d6 bolt, then 10d6, 9d6, 8d6, 7d6, and so on all the way down to 1d6 — the last spurt of energy from the bolt. (A saving throw for half damage applies on each strike, different from the save vs. spell to see if the lightning actually hits a secondary target.) The caster *can* be struck by an arc from his or her own spell. The material components are a bit of fur; an amber, glass, or crystal rod; and as many silver pins as the spell caster has levels of experience.

Contingency (Evocation)

Level: 6
Range: 0
Duration: 1 day/level
Area of Effect: *The magic-user*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: *None*


Explanation/Description: By means of this spell, the magic-user is able to place another spell upon his or her person so that

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the latter spell will come into effect upon occurrence of the situation dictated during the casting of the contingency spell. The contingency spell and the spell it is to bring into effect — the “companion spell” — are, in effect, cast at the same time (the 1 turn casting time indicated above is a total for both castings). The spell to be brought into effect by the prescribed contingency must be one which affects the magic-user’s person (*feather fall, levitation, fly, statue, feign death*, etc.) and is of a level no higher than one-third of the experience level of the caster, rounded down: a 4th level “companion spell” maximum at 12th, 13th or 14th level of experience; a 5th level maximum at 15th, 16th, or 17th level of experience, and so forth.

The situation prescribed to bring the spell into effect must be clear, although it can be rather general. For example, a *contingency* cast with an *airy water* “companion spell” might prescribe that any time the magic-user is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Likewise, the *contingency* could bring a *feather fall* into effect anytime the magic-user falls over 2’ distance. In all cases, the *contingency* immediately brings into effect the second spell, the latter being “cast” instantaneously when the prescribed circumstances occur. Note that complex, complicated, and/or convoluted prescribed conditions for effecting the play of the dweomer are likely to cause the whole spell complex (the *contingency* spell and the companion magic) to simply fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gold pieces worth of quicksilver; an elephant ivory statuette of the magic-user; and an eyelash of an ogre magi, ki-rin, or similar spell-using creature. Note that the ivory statuette is not destroyed by the spell casting (although it might be subject to wear and tear), and it must be carried on the person of the spell caster for the *contingency* spell to perform its function when called upon.

Ensnarement (Conjuration/Summoning)

Level: 6	Components: V, S, M
Range: 1"	Casting Time: 1 turn
Duration: <i>Special</i>	Saving Throw: <i>Neg.</i>
Area of Effect: <i>Special</i>	

Explanation/Description: The casting of this spell attempts a dangerous act: the luring of a powerful creature from another plane to a specially prepared trap where it will be held until it agrees to perform one service in return for freedom from the ensnarement spell. The spell causes an awareness of a *gate*-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a *gate*. To save, the creature must roll equal to or less than its intelligence score with 3d6. The score is modified by the difference between the creature’s intelligence and that of the spell caster’s. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spell caster has a higher score, the difference is added to the total of the 3d6.

If the saving throw succeeds, the creature merely ignores the spell-created opening, and the dweomer fails. If the saving throw is not made, the creature steps into the opening and is *ensnared*. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this also must be used in casting of the *ensnarement* spell.

When actually ensnared, the creature coming from another plane to that of the spell caster is not constrained from harming the one who trapped it. Therefore, the caster uses a magic circle (for creatures from the upper planes or the Astral Plane), a thaumaturgic triangle (for creatures from the Ethereal, Elemental, or Concordant Opposition planes), or a pentagram (for creatures from the lower and infernal planes). Regardless of such protection, there is a chance that the entrapped creature will be able to break free and wreak its vengeance upon the spell

caster. The base chance for an ensnared creature to break free depends on the manner in which the confining design was made. A hand-done one has a base 20%, one inlaid or carved has only a base of 10%, and that for the first time only (which indicates whether or not the job was done properly). The base chance is modified by the total score of the magic-user’s combined intelligence and experience level compared to the intelligence score and the experience level or number of hit dice of the creature summoned. If the spell caster has a higher total, that difference is subtracted from the percentage chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance may be further modified by care in preparation of the protective symbol. If the hand-made protection is inscribed over a longer period of time, using specially prepared pigments (1,000 g.p. per turn of application), the chance of an *ensnared* creature breaking free is reduced by 1% for every turn spent so preparing; i.e., an expenditure of 1 turn and 1,000 g.p. reduces the chance of breaking free by 1%. This can bring the base chance to 0%, but the further modifications for intelligence and level/hit dice still must be made thereafter, and no amount of special preparation can negate that risk. Similarly, an inlaid or inscribed protective design can be brought to a 0% chance of breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 g.p. to the basic cost of having the protection inlaid or inscribed into stone. Any breaking of the lines of protection or blurring of the glyphs, runes, and sigils which guard the magical barrier spoil the efficacy of the dweomer and allow the creature to break free automatically. Even a straw dropped across the lines of a circle destroy its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed protective device, for the magic of the barrier absolutely prevents it.

Once safely *ensnared*, the creature can be kept for as long as the spell caster dares. (Remember the danger of something breaking the inscription!) The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature. The DM will then assign a value to what the magic-user has said to the ensnared creature, rating it from 0 to 6. This rating is then subtracted from the intelligence score of the creature. If the creature makes its saving throw, a score equal to or less than its adjusted intelligence, it will refuse service. New offers, bribes, etc. can be made, or the old ones re-offered 24 hours later, when the creature’s intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to loose it by means of some riddance spell. It need not be stressed that certain other spells can be used to force a captive creature into submission.

Once the single service is completed, the creature need only so inform the spell caster to be instantly transported from whence it came. Forced service is resented. Memories are often long. Revenge can be sought. (*Cf. Monster Manual, Efreeti; Players Handbook, Aerial Servant and Invisible Stalker.*) Impossible or unreasonable commands will never be agreed to.

Eyebite (Enchantment/Charm, Illusion/Phantasm)

Level: 6	Components: V, S
Range: 20'	Casting Time: 1 segment
Duration: <i>Special</i>	Saving Throw: <i>Special</i>
Area of Effect: 1 creature	

Explanation/Description: An *eyebite* spell enables the caster to merely stare at his or her subject and speak a single word to cause the dweomer to be effectuated. With this single spell, the caster can choose which particular effect is to strike the subject, but the *eyebite* spell is then dissipated, even though only one of its four possible effects were used.

(Turn to page 54)

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Castles by Carroll

I: Neuschwanstein

Deep within the Bavarian Alps, crowning a rugged mountain peak, stands one of the greatest fantasies of all time: an ivory castle called Neuschwanstein. It is the supreme fairytale castle, built on the site of an ancient medieval ruin once used by the knights of Schwangau.

The castle was built by mysterious King Ludwig of Bavaria — also known as “Mad Ludwig” — from 1869 to 1886. Its decorations immortalized some of the king’s favorite legends and fairy tales. The palace is a kind of shrine to Lohengrin, the legendary “Swan Knight.” Ludwig sometimes dressed as Lohengrin and took midnight rides on horseback.

The white swan has become the symbol of Neuschwanstein (which means *new swan stone*), and its image is found in many forms inside the castle. In the upper rooms, Ludwig built a grotto with an artificial moon and live swans which he fed by hand.

Ludwig built many castles across Bavaria, and frequently fled to them to escape the drudgery of being a ruler. On June 12, 1886, King Ludwig was deposed and taken to Schlossberg — and then found dead in nearby Lake Starnberg the next day. His mysterious death continues to intrigue the world, as does his legacy, the great Neuschwanstein.



LEOMOND'S TINYHOOT

The cloistered cleric

by Lenard Lakofka



Author's Introduction

"Beefing up the Cleric" in issue #58 of DRAGON™ Magazine was the first installment in this column in a discussion of the cleric in the AD&D™ system. This second installment, brought about by much urging and assistance from Brad Nystul, will discuss the non-adventuring cleric. This material is not an official addition to the AD&D rules.

The non-adventuring cleric

The regular cleric, according to the AD&D rules, must have the following statistics: strength in a range of 6 to 18, intelligence 6 to 18, dexterity 3 to 18, constitution 6 to 18, charisma 6 to 18, and wisdom 9 to 18. (Half-elf clerics must have a wisdom of at least 13; it might be extrapolated that other demi-human clerics also must have a minimum wisdom of 13, though half-orcs, since their maximum wisdom is 14, might have their minimum lowered — say, to 11.) If the cleric is not a human, his or her ability-score minimums and maximums must also be in accordance with the limits for that race.

However, one wonders if non-player characters must meet all the same requirements, especially with regard to the minimum scores necessary to be a cleric — and, if they are allowed variation, how they might be "balanced" to retain some advantage for characters who do meet all the regular requirements.

The AD&D game models its cleric after the medieval fighter-cleric, à la Templar or Hospitlar. Yet we are all aware that all clerics, then and now, do not meet that standard. The AD&D game does not take into account scholarly (sometimes called cloistered) clerics, or brothers who are not ordained but have some clerical functions. I would like to fill in those two gaps and allow for regular clerics, as non-player characters, who do not meet the ability-score minimums for player character clerics.

The easiest group to rule on is those clerics who do not meet the required minimums in strength, intelligence, dexterity (for non-humans), constitution or charisma — the minimum wisdom score must be kept at 9. If the cleric has a low strength, dexterity or constitution (less than 6), he or she will be at a great disadvantage in melee: the character will be -1 (or worse) "to hit" or to damage, +1 (or more) on defensive adjustment, and/or -1 (or worse) on hit point adjustment. The way to limit such a cleric is to say that if either strength or dexterity is less than 6, he or she cannot wield all the weapons permitted to the class. Such a cleric could use a club, hammer, horseman's mace, and staff only. The flail is either too difficult to maneuver or too heavy; the footman's mace is too heavy. If strength is less than 6, the hammer can be wielded but not thrown. If both strength and dexterity are less than 6, the character will fight as a first-level cleric forever — no matter how many levels he or she might gain in the future.

Non-player character clerics with constitutions of 6 or lower will tire easily in melee, so that after some number of rounds they will be -1 "to hit" regardless of strength and/or dexterity. That number of rounds would be determined by rolling d6 and adding it to a base number: 4 rounds for a constitution of 6; 3 rounds for a constitution of 5; 1 round for a constitution of 4; and 0 rounds (use the d6 roll only) for a constitution of 3. Such non-player clerics might be encountered by a party but they will usually be part of a local clerical establishment (abbey, monastery, temple, etc.), or perhaps part of a pilgrimage. They would not appear as simple "random monsters," nor would they

ever be found as humanoid shamans. Such non-combatant clerics, who have full spell ability and other clerical powers, would likely never rise above the level of Patriarch (8th).

Cloistered clerics

We cannot call these characters "monks" in the AD&D game, though that term would be most applicable if we are using Europe as a model for this type of cleric. The cloistered cleric (let's call him or her a friar) will be apart from the outside world in a monastery, abbey, or other such structure. Some select friars will be allowed to greet and talk to those who might visit the monastery. The other friars might not be allowed contact with the outside world and might be under vows of silence as well. (They may only speak during church 'services, in emergencies, and to convey necessary information.)

The majority (85%) of cloistered clerics will have large libraries of from 100 to 10,000 books, manuscripts, and scrolls. Cloistered clerics of at least 9th level with wisdom and intelligence scores of at least 13 and 15, respectively, and who have a library of at least 5,000 items, will have the abilities of a minor sage. They will have sage ability in one Major Field and one Minor Field only, and no other supporting knowledge whatsoever. Their percentage chances to know the answer to a question are as follows:

	General	Specific	Exacting
In minor field	36%-47% (35+d12)	21%-28% (20+d8)	9%-14% (8+d6)
In major field	51%-70% (50+d20)	35%-46% (34+d12)	16%-25% (15+d10)

Such a cloistered cleric/sage will expect and demand a liberal contribution to the abbey (church, etc.) of not less than 1,000 g.p. for general information, 2,000 g.p. for specific information, and 3,500 g.p. for exacting information. There is no fee if the cloistered cleric/sage does not know the answer to a question.

Cloistered clerics will have the following statistics: Strength, 3-18 (roll 3d6); Intelligence, 6-18 (roll 4d4+2); Wisdom, 9-18 (d10+8); Dexterity, 3-18 (3d6); Constitution, 3-18 (3d6); Charisma, 3-18 (3d6).

Cloistered clerics fight as magic-users, and are allowed the use of the footman's mace, the hammer, the club, and the quarter staff only. They gain only one new weapon, that at 9th level. They do not wear armor or use a shield but are allowed *rings of protection*, *cloaks of protection*, and *bracers of defense*. Their chance of owning such a protection device is 15% per level, as is their chance of owning a magic weapon. They are allowed to use any written item allowed to a cleric or a magic-user, except for those items which would grant them levels of experience. They may employ potions allowed to clerics or magic-users (or to all classes) as well as any magic ring. They may use no rods, staves, or wand except a *rod of cancellation*, a *rod of resurrection*, a *staff of curing*, and wands of *enemy detection*, *fear*, *illumination*, and *negation*.

Cloistered clerics use four-sided dice for accumulated hit points. They make their saving throws as clerics, but at -2 in all cases.

They are usually (50%) lawful but might be neutral (35%) or chaotic (15%). They can be either good (40%), neutral (35%), or evil (15%) as well.

Cloistered clerics are almost always human, but on occasion a half-orc or half-elf might be found in their number. Cloistered

clerics have no effect upon undead.
Their possible eventual level is strongly tied to their wisdom and intelligence scores. Experience-point ranges are not given for them, since they are always non-player characters.

Cloistered clerics table

Experience level	Min. Int.	Min. Wis.	cl-sided dice for accumulated hit points	Level title
1	6	9	1	Novice
2	8	9	2	Ostiary
3	6	9	3	Brother
4	8	11	4	Father
5	8	11	5	Padre
6	10	13	6	Chaplain
7	11	14	7	Subdean
8	12	15	8	Dean
9	12	15	8+1	Prior or Abbot
10	13	16	8+2	Father Superior
11	14	17	8+3	Archimandrite

Spells usable by class and level — cloistered clerics

Cleric level	1	2	3	4	5	6
1	—	—	—	—	—	—
2	1	—	—	—	—	—
3	2	1	—	—	—	—
4	3	2	1	—	—	—
5	4	3	2	—	—	—
6	4	3	3	1	—	—
7	4	4	3	2	—	—
8	4	4	4	3	1	—
9	4	4	4	4	2	—
10	4	4	4	4	3	—
11	4	4	4	4	4	1

Note: Cloistered clerics do not gain bonus spells for high wisdom.

Spell list for cloistered clerics

Note: Spells printed in italic type are from the AD&D Players Handbook. Those marked “1” were described in the *Leomund’s Tiny Hut* column in DRAGON #56. Those marked “2” are new spells devised for cloistered clerics and are described in the following text. Those marked “3” are reversible spells, but the reverse of the given spell is not allowed to lawful good cloistered clerics; likewise, it is 70% unlikely that a neutral good character will have the reverse spell, and 40% unlikely that a chaotic good cleric will have the reverse. Those spells containing the word “evil” can be reversed to either form by lawful neutral or chaotic neutral clerics.

1st level <i>Bless</i> ³ Ceremony (Burial) ¹ Ceremony (Coming of Age) ¹ <i>Create Water</i> Combine ¹ <i>Cure Light Wounds</i> ³ <i>Detect Evil</i> <i>Detect Magic</i> Hand Fire ² Magical Vestment ¹ <i>Protection from Evil</i> <i>Purify Food & Drink</i> Remove Fear ³ Sanctuary Scribe ²	2nd level <i>Augury</i> Ceremony (Dedication) ¹ Ceremony (Investiture) ¹ Ceremony (Consecrate Item) ² Ceremony (Bless Newborn) ² <i>Chant</i> Death Prayer ¹ <i>Detect Charm</i> Detect Life ² Holy Symbol ¹ <i>Know Alignment</i> <i>Light</i> <i>Slow Poison</i> <i>Speak with Animals</i> Translate ²
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3rd level Ceremony (Special Vows) ¹ <i>Create Food & Water</i> <i>Cure Blindness</i> ³ <i>Cure Disease</i> ³ Detect Curse ^{2 3} <i>Dispel Magic</i> Enthrall ¹ <i>Glyph of Warding</i> (paralysis) <i>Hold Person</i> <i>Locate Object</i> <i>Prayer</i> <i>Remove Curse</i> <i>Remove Paralysis</i> <i>Speak with Dead</i> Dismiss Undead ^{2 3}	4th level Ceremony (Consecrate ¹ or Desecrate ² Ground) <i>Continual Light</i> <i>Detect Lie</i> ³ <i>Exorcise</i> <i>Neutralize Poison</i> ³ <i>Protection from Evil 10’ radius</i> <i>Speak with Plants</i> Scroll ² <i>Tongues</i> Ward, minor ²
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5th level <i>Atonement</i> <i>Commune</i> <i>Cure Critical Wounds</i> <i>Dispel Evil</i> <i>Quest</i> <i>Raise Dead</i> ³ <i>True Seeing</i> Ward, major ²	6th level Communicate ² <i>Heal</i> ³ <i>Stone Tell</i> <i>Word of Recall</i>
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New spell explanations

Hand Fire (Alteration)

Level: 1	Components: V, S
Range: 0	Casting Time: 1 segment
Duration: <i>Special</i>	Saving Throw: None
Area of Effect: <i>Cleric’s hand</i>	

Explanation/Description: This spell allows the cleric, by turning his cupped hand upward and saying a command word, to produce a cold flame that casts the equivalent of torch light. The *hand fire* will remain lighted until the cleric casts any other spell or until he or she uses his or her hand to perform some other function. The fire is non-harmful and will not ignite any combustible materials, even oil. It cannot be blown out, but magical darkness will dispel it instantly.

Scribe (Alteration)

Level: 1	Components: V, S, M
Range: <i>Touch</i>	Casting time: 1 round
Duration: <i>Permanent</i>	Saving throw: None
Area of Effect: <i>Variable</i>	

Explanation/Description: Via this spell, the cleric’s handwriting, if it happens to be poor, is greatly enhanced. Furthermore, he or she can write twice as rapidly as normal and still produce high-quality copying of a text or map. The *scribe* spell can be used when writing down the text of magical scrolls. It further decreases the chance of error by 25% in the copying of any and all text. The *scribe* spell will stay in effect as long as the cleric continues to copy or compose a text, with a limit of eight hours of such writing in any case. Any interruption of the copying will ruin the spell from that point forward. The material components are ink, quill and parchment (book or scroll) and perhaps that which is being copied. Note: Magical scrolls cannot be copied or composed by any cleric below 7th level.

Ceremony (Bless Newborn) (Abjuration)

Level: 2	Components: V, S, M
Range: <i>Touch</i>	Casting time: 1 turn
Duration: <i>Six months</i>	Saving Throw: None
Area of effect: <i>One infant</i>	

Explanation/Description: This spell is used to protect a newborn (within 14 days) infant from possession and other ill effects that might befall him or her. Such a protected infant gains a saving throw bonus of +2 from any type of possession. Further, he or she is under the effect of a half-strength *resist fire* and *resist cold* spell for the full six-month spell duration. The ceremony of blessing the newborn has no effect upon infants older than two weeks of age. (Note: usual cost is 2-5 g.p.)

Translate (Alteration)

Level: 2
Range: *Self*
Duration: 3 turns/level
Area of Effect: *One text or scroll*

Components: V, S, M
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: This spell allows the cleric to read texts (scrolls, maps) written in a foreign or alignment language (including thieves' cant). It does not allow the reading of magic or the deciphering of some coded message. The spell can be used in conjunction with a *scribe* spell (see foregoing) if the translation is to be written down. Any scroll containing a spell or recipe for a potion or powder cannot be *translated*.

Detect Curse (Divination)

Level: 3
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One item*

Components: V, S
Casting time: 6 rounds
Saving throw: *Neg.*

Explanation/Description: Via this spell the cleric can tell whether an item is cursed, if the item fails a saving throw allowed to it. The suspect item must be touched by the cleric and, in some cases, this might release the curse effect. Cursed scrolls must be opened, but not read, for the spell to have an effect. Artifacts will not answer to this spell in any case. The basic saving throw allowed to an item is 13, though very powerful cursed items will have a saving throw as low as 5 (the DM must decide the appropriate saving throw on an item-by-item basis). This spell cannot detect charms; it can detect curses on persons, though the person is allowed a normal saving throw versus magic. Casting of this spell will affect the cleric so strongly that he or she cannot cast any other spells whatsoever for four hours after this casting, though spells already prayed for are not lost from memory.

Dismiss Undead (Abjuration)

Level: 3
Range: 6"
Duration: 3-12 rounds
Area of Effect: 6" long cone, 2" diam. at base

Components: V, S, M
Casting Time: 2 segments
Saving Throw: *Special*

Explanation/Description: By the casting of this spell, a cloistered cleric can temporarily gain the ability to possibly turn undead or command it/them into service. For purposes of determining success or failure of the turning/commanding attempt while the spell is in effect, the level of the cloistered cleric will be that of an adventurer-cleric minus four levels. Thus, a 7th level cloistered cleric would turn undead as a 3rd level adventurer-cleric. Undead can be commanded to service by evil cloistered clerics. Neutral cloistered clerics can only turn (not command) the undead.

Ceremony (Desecrate Ground) (Abjuration)

Level: 4
Range: 3"
Duration: *Permanent*
Area of Effect: *One building, graveyard, etc.*

Components: V, S, M
Casting time: 1 hour
Saving Throw: *None*

Explanation/Description: This spell is the reverse of ceremony (*consecrate ground*), which was described in DRAGON issue #58. It may be used by a cleric of any alignment versus a building or area of ground representing an opposing alignment. For a building (generally a church or other cleric-oriented edifice) to be desecrated, the altar inside must be covered with holy or unholy water, manure, etc., while the casting of the ceremony (*desecrate ground*) is in progress. A *desecrated* building is 1% likely per year to collapse; this chance is *not* cumulative. Roll at the end of each year of *desecration* to see if the structure collapses. A *desecrated* building can be *consecrated* at a later time by application of the unreversed form of this spell.

If an area of ground (such as a graveyard) is the object of the spell, it is necessary to know if the ground was *consecrated* in the first place. *Desecrate ground* will only remove the *consecration* if one was in effect. A second, subsequent *desecration* has no effect. The area can be *reconsecrated*. A graveyard that has never been *consecrated* is more likely to have its graves yield lesser undead. If the spell *animate dead* is cast in such a graveyard, one extra skeleton or zombie will rise from the graveyard. Further, any attempt to turn undead in an unconsecrated graveyard (if and only if the undead come from these graves) will be as if the cleric were two levels lower than he or she actually is.

Scroll (Alteration)

Level: 4
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One scroll*

Components: V, S, M
Casting Time: 1 hour
Saving Throw: *Special*

Explanation/Description: Via this spell, the cleric can compose a magical scroll of a spell he or she knows with a 40% smaller chance of error (see DMG, page 118). The *scroll* spell cannot be used in combination with a *scribe* spell (q.v.). Alternatively, the *scroll* spell can make the cleric write the scroll faster (double normal speed), but then the reduction in the chance for an error is canceled.

Ward, minor (Abjuration)

Level: 4
Range: *Touch*
Duration: *Until broken*
Area of Effect: *Hemisphere of 15' radius*

Components: V, S, M
Casting time: 3 rounds
Saving Throw: *Special*

Explanation/Description: Via this spell, the cleric brings into being a special barrier of force. It cannot be physically broken through by a physical attack of any sort, including the use of powerful weapons like a *vorpall blade*. The *minor ward*, however, can be brought down by several spells: *disintegrate*, *limited wish*, *phase door*, *shadow door*, *plane shift*, or *wish* spell, or any one of the following spells that does at least 20 points of damage: *fireball*, *lightning bolt*, *cone of cold*, *flame strike*, *Otiluke's Freezing Sphere* (second or third application), or *meteor swarm*. Anything within the hemispherical area of effect is not damaged when the *minor ward* is brought down (but might be put in jeopardy). The *minor ward* cannot be entered or exited by traveling astrally, or via *dimension door*, *passwall*, or *teleport*. Characters and creatures in the hemisphere cannot cast spells out, though spells can be cast so as to affect those inside the *minor ward*, such as cures, *neutralize poison*, *commune*, etc.

The *minor ward* will remain in effect as long as the cleric is conscious; in the round after he or she falls asleep or is knocked unconscious (or worse), the *ward* will collapse. The caster can will it to come down at any time, but this act takes 1 full round. To effect the spell, the cleric must space seven small pearls (at least 100 g.p. value each) evenly on the ground in a 30-foot-diameter circle. Smaller circles can be made, if desired, but never larger ones. The pearls are consumed in the casting.

Ward, major (Abjuration)

Level: 5
Range: *Touch*
Duration: *Until broken*
Area of effect: *Hemisphere of 10' radius*

Components: *V, S, M*
Casting Time: *3 rounds*
Saving Throw: *Special*

Explanation/Description: This is a stronger variation of the *minor ward*. It can only be brought down by certain of the spells that affect a *minor ward*: a damage-producing spell (*fireball*, *lightning bolt*, *cone of cold*, *flame strike*, *Otiluke's Freezing Sphere*, *meteor swarm*) that does at least 50 points of damage, or a *disintegrate*, *limited wish*, or *wish* spell. As with the *minor ward*, *dispel magic* has no effect whatsoever on it. The *major ward* will remain up until the cleric casting it becomes unconscious. The material component for the spell are seven gems (they can be of different types) valued at no less than 250 g.p. each. They are consumed in the casting.

It should be noted that the *minor ward* and *major ward* afford no protection from underneath, so tunneling into one is possible if the proper equipment or magic is available. The person(s) inside a *ward* cannot *teleport*, *dimension door*, travel astrally, use a word of recall, etc., unless the ward is brought down first.

Communicate (Divination)

Level: 6
Range: *Unlimited*
Duration: *1 turn + 1 rd/level*
Area of Effect: *Caster and one other person*

Components: *V, S, M*
Casting Time: *3 rounds*
Saving Throw: *None*

Explanation/Description: Via this spell, a cleric can communicate with another person anywhere on the Prime Material Plane. He or she casts the spell using a mirror as a material component. The person to be contacted must be known to the cleric, and the subject cannot be within any type of force field like a *cube of force*, *minor ward*, *major ward*, *major* or *minor globe of invulnerability*, etc., nor may the contacted person be under the protection of a *mind blank* spell or a psionic defense like *tower of iron will*. The subject, if asleep, will awaken if that person makes a saving throw versus magic (a new saving throw is allowed every other melee round). Once contact is established the cleric can *see, if the subject is willing*, whatever that person can see, and vice versa. Hearing is also allowed, so someone speaking to the cleric or person can be overheard — but the words must, of course, be repeated for others to have knowledge of them.

The *communication* link is so strong that the cleric can cast a curing spell of any type through the link to the person being contacted. Once the cure is so cast, the link breaks immediately. The cleric who casts the cure spell can do no further spell casting for one full day plus one additional day for each level of the cure cast through the *communication*. The receiver, who may be of any character class, has no way to contact the cleric, although prearranged contacts are certainly possible.

Contact established by means of this spell while the subject is occupied (casting a spell or involved in melee, for instance) will require that the receiver stop pursuing the current activity in order to accept the *communication*. The cleric can only communicate with, or look in on, someone who is willing and doing nothing else at the time. If this is not the case, the cleric will realize the *communication* has been rejected, for a reason which may not be known to him or her, and the contact will break. The cleric will see or hear nothing through the subject's senses if that person rejects the *communication*.

The life of the cloistered cleric

The cloistered cleric is both literate (if his or her intelligence is 6 or above) and can write. The character spends most of his or her time studying or copying texts and scrolls. He or she may also have mundane duties to perform, and some groups of cloistered clerics do not exempt even a Dean from such duties.

The abbey or monastery where the cloistered cleric resides is almost always (90%) made of stone and is usually (60%) surrounded by a wall of stone as well. Farm lands tended by the cloistered clerics surround the abbey or monastery. Most abbeys and monasteries exist outside of towns, and many are well away from main roads. Only cloistered clerics involved in teaching will have residence in a town or city. These teachers will run schools and colleges, and such an individual's library will have a minimum of 2,500 scrolls and/or books.

The abbey or monastery never has fighting clerics or monks in it, nor are fighting clerics or monks ever employed on a permanent basis by cloistered clerics. For their own protection, in hostile territories, abbeys or monasteries may have in their employ men-at-arms (if evil, humanoids of one hit die or less) headed by a fighter (but not a ranger or a paladin) of 1st to 7th level. (A fighter of 3rd or higher level may have from 1-6 sergeants or even 1 lieutenant to aid him or her.) Cloistered clerics do not hire a thief or assassin, unless to recover some item stolen from them. A magic-user or sage occasionally may be in temporary residence in an abbey or monastery, doing research (15% and 3% likely, respectively).

Learning and recovery of spells

Cloistered clerics have one important difference in the way they gain and use their spells. They must rest for the appropriate time, as any other spell caster. They then must pray for a period of not less than one hour per level of the highest level spell that they will memorize; i.e., an Archimandrite would have to pray to his or her deity for six hours to replace his or her 6th level spell, but could also replace any first to fifth level spells as well after this period. Once the cloistered cleric has prayed, he then reads the desired spell from a spell text, just as a magic-user does, taking 15 minutes per spell level per spell. He or she does not have to roll a percent chance to "know" a spell in any case, but he or she must have the minimum intelligence and wisdom as outlined earlier! All cloistered clerical spells are written in large tomes as large as magic-user spell books. They are written in a language which, while it can be learned by another cleric, will never give spell power to any other type of spell caster including a druid.

An adventuring cleric who knows the language of cloistered clerics can read from their texts to learn a spell. This process will take the adventuring cleric 30 minutes per spell level per spell and in no way counts as a spell known to that adventuring-class cleric. Further, if a given spell is not available until a higher level to a cloistered cleric, it must be memorized by an adventuring class cleric at that (higher) level. The adventuring-class cleric must also pray to his deity, just as the cloistered cleric must, before the book or text will release its power from the written word. A cleric who does not pray prior to reading will gain nothing from the text. Example: A 5th level adventuring cleric (a Prefect) wants to read *hold person* from a cloistered cleric's book of spells. For the cloistered cleric this is a third level spell, so the adventuring cleric must pray for three hours and then read the spell text, memorizing it as a third level spell, in the next one and half hours. (The cloistered cleric would only take 45 minutes to read the same spell.) If the adventuring cleric has not learned the prayer for *hold person* before, the character may not now pray to his or her deity for it, even though he or she has just memorized it. Cloistered clerics usually only have one or two spell books in their abbey or monastery, and thus they will not willingly part with a book, even a duplicate.

Cloistered clerics are very poor, using any wealth they may gain only to pay for food, clothing and items used in the abbey, monastery, or school. Even their altar wear is usually plain, as are the altar pieces and church/temple decorations. What monies they do collect from donations and spell casting — they *always charge* for spell casting — may be divided up and sent to other temples, churches, abbeys, etc.

Brothers

Brothers are clerics who are not ordained. They have func-

tions around and about the church/temple, but often have a second occupation totally unrelated to the church (shopkeeper, blacksmith, housewife, etc.). A brother or sister (not the same as a nun) might also be a teacher, scholar, money-handler, assistant in the service, and so forth. His or her secondary profession might allow the character to be trained with a weapon; in fact, the brother or sister might be an adventuring-class character of some type.

Fully 60% of all brothers and sisters have no education in fighting. They would be unarmored and 50% likely to be unarmed as well. Those who do bear arms might carry a dagger (unless their organization forbids it), a short sword (again, some organizations might not allow edged weapons carried by any clerical figure), club, mace, quarter staff or hammer. They would fight as zero-hit-dice figures but would obtain the saving throws of a first level cleric in all categories, because of their religious training.

The balance of brothers and sisters (40%) will have some weapon skills. Those weapon skills are apart from any secondary profession. These brothers and sisters can don armor in times of strife, wearing leather or studded leather most often and occasionally bearing a shield as well. They fight as first level clerics and obtain the same saving throws. They will have one eight-sided die for their hit points (the non-fighting brother and sister will use a six-sided die, as all zero-level figures do). The weapons allowed to them are as a cleric, but some might bear daggers, short swords, or broad swords as well. None of these brothers and sisters, in either category, ever obtain more hit points, nor do they ever become better at melee.

Brothers and sisters may also be deacons in the organization. One in four brothers will be a deacon, and a congregation with more than four deacons will have an archdeacon as well. Archdeacons and deacons are allowed two and one first level clerical spells, respectively, per day. (They cannot re-pray for their spell after four hours of rest like a first level cleric).

The list of spells available to archdeacons and deacons is limited to these only: *bless*, *cure minor wounds* (works as *cure light wounds* but does only 1d4 of healing), *detect evil* (might be reversible in some organizations), *endure cold*, *endure heat*, *purify food and drink*, *remove fear*, and *sanctuary*.

Endure heat and *endure cold* are generally only known in areas where extremes of heat and cold are in fact present. *Remove fear* cannot be reversed to *cause fear*, and *purify food and drink* cannot be reversed to *putrefy food and drink*. Some organizations might allow the reverse of *cure minor wounds* to *cause minor wounds* if the organization is evil or chaotic neutral, or if there is great need and the temple or church might fall if the spell is not made available to its deacons and archdeacons.

Brothers and sisters otherwise will be found in most churches and temples and occasionally in abbeys, monasteries, and schools. They will likely not reside on the organization's property. They will perform mundane duties in most cases (washing floors, cooking, cleaning the temple or church — though rarely the altar and other services) — but some, as mentioned earlier, will be scholars and teachers. A deacon is of equal rank to an Acolyte or Novice, but an archdeacon is superior to an Acolyte or Novice. Brothers and sisters do not go into battle unless the church or temple, or the town in which it is located, is threatened with destruction. They surely do not adventure and do not go into dungeons. If a deacon or archdeacon administers a *cure minor wounds* spell, he or she can expect 40 g.p. from a stranger for the spell. He or she might cast this spell for free on the members of the church's congregation.

If the reader would like to study the fantasy cleric, both the adventuring and non-adventuring types, he or she might wish to read the *Camber of Culdi* trilogy by Katherine Kurtz (Del Rey Books) or the *Chronicles of the Deryni* (Del Rey Books) Note: The *Legends of Camber of Culdi* is a prequel to the *Chronicles of the Deryni*.

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WHAT'S that in the WATER?

by Mark S. Harcourt

The FIEND FOLIO™ Tome includes an appendix of updated, expanded random monster encounter tables, incorporating creatures from the AD&D™ Monster Manual as well as those from the FF book. However the appendix does not include expanded encounter tables for underwater and waterborne adventures. This article is offered to help fill this gap.

When using the tables given below, DMs must take note of three special aspects. First, the tables include a freshwater variety of sea hag and a marine variety of vodyanoi, both of which are mentioned but not detailed in their respective texts. At the end of this article are some suggested specifications for these creatures, as well as other notes for those creatures which are said to be the marine variety of the same air-breath-

ing creature, as the kopoacanth is to the gargoyle.

Second, several monsters in the FIEND FOLIO book are said to inhabit subterranean areas where water is found (as with the blindheim or giant bloodworm), or where special conditions are said to be necessary (as with the bullywug). DMs must be sure they do not introduce a creature called for by these tables into an area where that creature would not be found.

Last, in some instances, the information contained in the FIEND FOLIO book was not complete enough to establish whether the creature described is found in fresh water or a marine environment and whether it is encountered in shallow, deep, or both shallow and deep water. In cases where no restriction (marine vs. fresh water, shallow vs. deep) is indicated, the creatures are listed on the encounter tables for both categories.

LUNG WANG
(Sea Dragon)

WATERBORNE ENCOUNTERS IN FRESH WATER

Small Body of Water

Dice score Creature encountered

01-10	Beaver, giant ¹
11-20	Crocodile ²
21-30	Hippopotamus ²
31-32	Kelpie
33-51	Lizard man ⁴
52-56	Nixie ¹
57-61	Nymph
62-72	Otter, giant
73-77	Thork
78-87	Throat leech
88-98	Turtle, snapping, giant
99-00	Water weird

Large Body of Water

Dice score Creature encountered

01-02	Beaver, giant ¹
03-04	Crayfish, giant
05-06	Crocodile ²
07-10	Crocodile, giant ²
11-15	Dinosaur (see Subtable)
16	Dragon, carp (Yu Lung)
17	Dragon, spirit (Shen Lung)
18-23	Gar, giant
24-25	Hippopotamus ²
26	Kelpie
27-29	Koalinh (hobgoblin)
30-31	Kopoacanth (gargoyle)
32	Lacedon (ghoul)
33-36	Lizard man
37-50	Man, buccaneer (or warship)
51-75	Man, merchant
76-81	Man, pirate
82	Naga, water
83-87	Nixie
88-90	Otter, giant
95	Thork
96-97	Turtle, snapping, giant
98-99	Vodyanoi
00	Water weird

WATERBORNE ENCOUNTERS IN SALT WATER

Shallow Water, Coastal Waters, Small Inland Seas

Dice score Creature encountered

01-05	Crabman
06-07	Crocodile, giant ²
08-14	Dinosaur (see Subtable)
15-21	Dolphin
22	Dragon, sea (Lung Wang)
23	Dragon turtle
24-25	Elf, aquatic
26	Ixitxachitl
27	Kelpie
28-29	Koalinh (hobgoblin)
30	Kopoacanth (gargoyle)
31	Lacedon (ghoul)
32	Locathah
33-40	Man, buccaneer (or warship)
41-60	Man, merchant
61-63	Man, pirate
64-65	Man, pirate (tribesman with small craft)
66-68	Merman
69	Nymph
70	Octopus, giant
71-75	Sahuagin
76-78	Shark, giant
79-81	Snake, sea
82-84	Thork
85-87	Triton
88	Turtle, sea, giant
89-90	Vodyanoi, marine
91-96	Whale, carnivorous, small
97-00	Whale, small

Deep Waters

Dice score Creature encountered

01-05	Dinosaur (see Subtable)
06-12	Dolphin
13	Dragon, sea (Lung Wang)
14	Dragon turtle
15	Kelpie
16-17	Man, buccaneer (or warship)
18-25	Man, merchant
26-27	Man, pirate
28-34	Merman
35-39	Octopus, giant
40-44	Sahuagin
45-49	Shark, giant
50-52	Snake, sea
53-54	Squid, giant
55-63	Triton
64-66	Turtle, sea, giant
67-69	Vodyanoi, marine
70-73	Whale, carnivorous, large
74-78	Whale, carnivorous, med.
79-85	Whale, carnivorous, large
86-90	Whale, large
91-95	Whale, medium
96-00	Whale, small



KELPIE

UNDERWATER ENCOUNTERS IN FRESH WATER

Shallow Water Encounters (to 50')

Dice score Creature encountered

01-04	Beaver, giant ¹
05-07	Bloodworm, giant ³
08	Blindheim
09-11	Bullywug
12-14	Bunyip
15-18	Crayfish, giant
19-23	Crocodile ²
24-25	Crocodile, giant ²
26-28	Dinosaur (see Subtable)
29-31	Eel, electric ²
32-36	Frog (see Subtable)
37-40	Gar, giant
41-42	Green slime ¹
43-47	Hippocampus
48-51	Hippopotamus ²
52	Kelpie
53-56	Koalinh (hobgoblin)
57-58	Kopoacanth (gargoyle)
59	Kuo-toa ³
60-61	Lacedon (ghoul)
62-65	Lamprey ¹
66-70	Leech, giant
71-75	Lizard man ⁴
76	Naga, water
77-80	Nixie ¹
81	Nymph
82-86	Otter, giant
87-89	Pike, giant
90	Quipper ¹
91-94	Spider, giant, water
95-98	Turtle, giant, snapping
99	Vodyanoi
00	Water weird



SHEN LUNG
(Spirit Dragon)

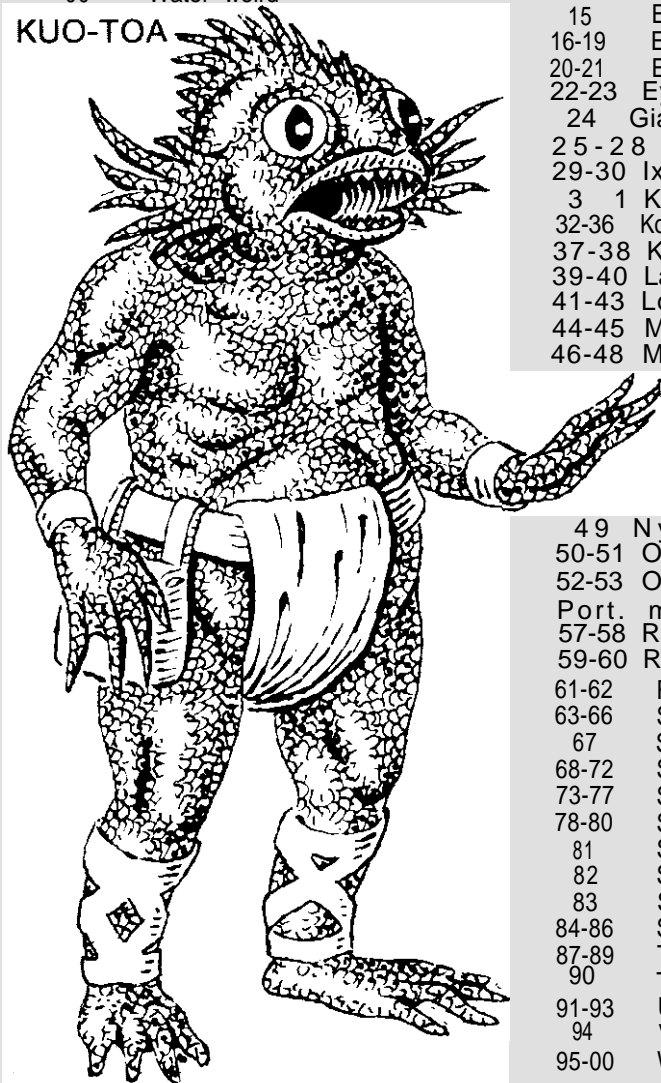


BLINDHEIM

Deep Water Encounters (below 50')

Dice score	Creature encountered
01	Bever, giant ¹
02-06	Beetle, giant, water
07	Blindheim ³
08-10	Bunyip
11-13	Crayfish, giant
14-17	Crocodile, giant ²
18-22	Dinosaur (see Subtable)
23-25	Dragon, carp (Yu Lung)
26-27	Dragon, spirit (Shen Lung)
28	Dragon turtle
29-33	Eel, electric
34-38	Gar, giant
39-40	Giant, storm
41-42	Hippocampus
43	Kelpie
44-45	Koalinh (hobgoblin)
46-49	Kopoacanth (gargoyle)
50-53	Lacedon (ghoul)
54-59	Lamprey, giant ⁴
60-64	Lizard man
65-67	Mottled (purple) worm
68	Naga, water
69-73	Nixie
74-78	Otter, giant
79-84	Pike, giant
85	Sea hag, fresh-water
86-91	Spider, giant, water
92-95	Turtle, giant, snapping
96-99	Vodyanoi
00	Water weird

KUO-TOA



QUIPPER

UNDERWATER ENCOUNTERS IN LARGE BODIES OF SALT WATER

Shallow Encounters (to 100')

Dice score	Creature encountered
01-02	Barracuda
03-04	Crab, giant
05-06	Crabman
07	Crayfish (lobster), giant
08-09	Dinosaur (see Subtable)
10-13	Dolphin
14	Dragon, sea (Lung Wang)
15	Eel, giant
16-19	Eel, weed
20-21	Elf, aquatic
22-23	Eye, floating
24	Giant, storm
25-28	Hippocampus
29-30	Ixitxachitl
31	Kelpie
32-36	Koalinh (hobgoblin)
37-38	Kopoacanth (gargoyle)
39-40	Lacedon (ghoul)
41-43	Locathah
44-45	Masher
46-48	Merman

49	Nymph
50-51	Ochre jelly
52-53	Octopus, giant
Port.	man-o-war, giant
57-58	Ray, manta
59-60	Ray, pungi
61-62	Ray, sting
63-66	Sahuagin
67	Sea hag
68-72	Sea horse
73-77	Sea lion
78-80	Shark
81	Shark, giant
82	Snake, sea
83	Squid, giant
84-86	Strangle weed
87-89	Triton
90	Turtle, sea, giant
91-93	Urchin (see Subtable)
94	Vodyanoi, marine
95-00	Whale (see Subtable)

Deep Water Encounters (below 100')

Dice score	Creature encountered
01-03	Crayfish (lobster), giant
04-05	Crocodile, gnt. (salt water) ²
06-10	Dinosaur (see Subtable)
11-17	Dolphin
18	Dragon, sea (Lung Wang)
19	Dragon turtle
20-21	Eel, giant
22	Eye of the Deep
23	Giant, storm
24-28	Hippocampus
29-31	Ixitxachitl
32-33	Koalinh (hobgoblin)
34-36	Kopoacanth (gargoyle)
37-38	Lacedon (ghoul)
39-40	Lamprey, giant
41-42	Locathah
43	Masher
44-48	Merman
49-50	Morkoth
51-52	Octopus, giant
53-55	Ray, manta
56-59	Sahuagin
60-61	Sea hag
62-66	Sea horse
67-71	Sea lion
72-76	Shark, giant
77-78	Snake, sea
79-80	Squid, giant
81-83	Triton
84	Turtle, giant, sea
85-87	Urchin (see Subtable)
88-90	Vodyanoi, marine
91-00	Whale (see Subtable)

NOTES ON ENCOUNTER TABLES

- 1— Result possible only in cool waters, otherwise roll again.
- 2— Result possible only in warm waters, otherwise roll again.
- 3— Result possible only in subterranean waters (caves, grottos, etc.), otherwise roll again.
- 4— 5% of these encounters will include a lizard king among the lizard men.

DINOSAUR SUBTABLE

Dice score Creature encountered

01-15	Archelon ischyras
16-35	Dinichtys ¹
36-55	Elasmosaurus ²
56-75	Mosasaurus ²
76-00	Plesiosaurus ²

1— Encountered only in deep waters, otherwise roll again.

2— If encountered in fresh water, it must be in a relatively warm climate (sub-tropical), otherwise roll again.

FROG SUBTABLE

Dice score Creature encountered

01-70	Giant
71-80	Killer
81-00	Poisonous

URCHIN SUBTABLE

Dice score Creature encountered

01-40	Black
41-62	Green
63-84	Red
85-92	Silver
93-00	Yellow

Several monsters. . . are said to inhabit subterranean areas where water is found, or where special conditions are necessary. DMs must be sure they do not introduce a creature into an area where it would not be found.

WHALE SUBTABLE Marine, Shallow Water

Dice score	Creature encountered
01-11	Carnivorous, large
12-22	Carnivorous, medium
23-55	Carnivorous; small
56-66	Large
67-77	Medium
78-00	Small

WHALE SUBTABLE Marine, Deep Water

Dice score	Creature encountered
01-15	Carnivorous, large
16-30	Carnivorous, medium
31-45	Carnivorous, small
46-65	Large
66-85	Medium
86-00	Small

AQUATIC VARIETIES

For creatures detailed in the above charts which the Monster Manual says are aquatic varieties of the same monster, the following suggestions are offered. Both the kopoacanth (gargoyle) and the lacedon (ghoul) have the same characteristics as their land-based counterparts, except for movement rate, which is 9"/18" in each case. (The kopoacanth is not able to fly through the air.) The giant crayfish statistics can remain as they are for the lobster variety. The koalinth, fresh-water sea hag, and marine-variety vodyanoi are dealt with in more detail below.

KOALINTH (Hobgoblin)

FREQUENCY: *Uncommon*

NO. APPEARING: 20-200

ARMOR CLASS: 5

MOVE: 6"/18"

HIT DICE: 1 + 1

% IN LAIR: 25%

TREASURE TYPE: *Individuals K, M; D, Q (x5) in lair*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 or
by weapon type

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Average*

ALIGNMENT: *Lawful evil*

SIZE: *M (6½' tall)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/XP VALUE:

Normal (1 + 1 HD): 1/20 + 2/hp

Sub-chief: 1/35 + 3/hp

Chief: 1/60 + 4/hp

Shamans/Witch doctors: *Variable*

From the AD&D™ Monster Manual: The koalinth is "a marine species of hobgoblin with gills. They are similar to their land-dwelling cousins in most respects.... Koalinth speak only their racial language (hobgoblin) and law-

ful evil. They prey on any available creatures. Koalinth are of lighter coloration [than hobgoblins], having green faces, and have webbed hands and feet."

The book also says the creatures are found in "shallow water in caverns and sea caves," but they seem to frequent other watery areas as well, since they appear on encounter tables (in the DMG) for fresh-water and deep-water environments.

For every 20 koalinth in a group, there is a leader (sergeant) and 2 assistants, each having 9 hit points. it

CRABMAN



Vodyanoi can change color, from deep sea green to solid black, to blend in with underwater terrain features. . . . If the vodyanoi finds itself being beaten in a fight, it will attempt to flee and will utilize its camouflage ability to avoid detection.

100 or more koalinth are encountered, there will also be a sub-chief present (AC 3, 16 hit points, +2 to damage, fights as a 3 HD monster). If koalinth are encountered in their lair, there will also be, in addition, a chief and 5-20 bodyguards. Koalinth chiefs are AC 2, 22 hit points, do 2-11 points of damage without a weapon, and are +1 to hit and +3 to damage with weapons. They fight as 4 HD monsters.

For every 40 koalinth in a group, there is a cumulative 20% chance that either a shaman (60% of the time) or a witch doctor (40%) will be present. (In a group of 200, the chance of a shaman or witch doctor being present is 100%.) The shaman will be of 5th-7th level and will have from 1-4 assistants, each of either 1st or 2nd level. The witch doctor will be of 2nd-4th level (both as a cleric and as a magic-user) with 1-3 assistants, each 1st level in both classes. There will also be females and young in the lair equal to 150% and 300%, respectively, of the number of males.

Koalinth lairs are located in underwater caves and grottos. There is a 60% chance that there will be from 2-8 giant crayfish (in fresh water) or from 2-6 sea lions (in salt water) serving as guards for the lair.

Koalinth leaders are always equipped with either a spetum or a trident and net (50% chance for each). Other koalinth are typically armed with the following weapons: spear (40%), trident (40%), spetum (15%), or trident & net (5%).

The tribal standard will be with a sub-chief 20% of the time. It is always with the chief if koalinth are encountered in their lair. Sight of the tribal standard causes koalinth within 6" to fight at +1 to hit and +1 on morale (reaction) dice rolls.

FRESH WATER SEA HAG

FREQUENCY: *Very rare*

NO. APPEARING: 1-4

ARMOR CLASS: 7

MOVE: 15"

HIT DICE: 3

% IN LAIR: 10%

TREASURE TYPE: C, Y

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *Dagger*

SPECIAL ATTACKS: *Death look*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 30%

INTELLIGENCE: *Average*

ALIGNMENT: *Chaotic evil*

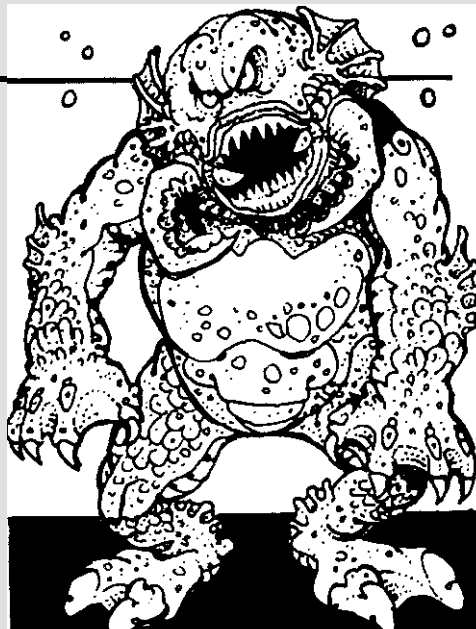
SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/XP VALUE: *V/600 + 3/hp*

Except for frequency, magic resistance, and the fact that the creature may be found in any non-arctic fresh waters, this sea hag is identical to its marine counterpart. (Note that there must be sufficient light available to see the sea hag before its special attack and special defense can be used.)



VODYANOI, Marine Variety

FREQUENCY: *Very rare*

NO. APPEARING: 1-2

MOVE: 6"/12" (*but see below*)

HIT DICE: 12 + 6

% IN LAIR: 50%

TREASURE TYPE: *U*

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 4-24/4-24/2-16

SPECIAL ATTACKS: *Surprise on 1-3; grasping (see below)*

SPECIAL DEFENSES: *Camouflage*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Low*

ALIGNMENT: *Chaotic evil*

SIZE: *L (14-20' tall, 8-12' wide)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/XP VALUE: *VIII/4,500 + 16/hp*

These predators fear nothing, as there are very few creatures in the sea who would have a good chance of defeating them in a fight. Their skin is tough and sandpapery to the touch. They can change color, from deep sea green to solid black, using a chameleon-like camouflage ability to blend in with vegetation, rock, and other underwater terrain features. Opponents are surprised on a roll of 1-3 on d6. Infravision and ultravision will not help detect their presence, since these creatures are cold-blooded. Though their normal swimming movement rate is relatively slow, these creatures are able to put on great bursts of speed (up to at least 24") for short periods (1 round at a time, no more than once per turn). This ability is often employed when rushing forward from a hiding place to attack prey. (Treat this attack as an underwater charge for those characters not surprised and able to attack on the charge round.)

Like the fresh-water variety, the marine vodyanoi preys on medium and large size creatures. Often, the vodyanoi will attack passing ships, ripping hulls out of vessels more than twice as large as itself and capsizing boats less than twice its size.

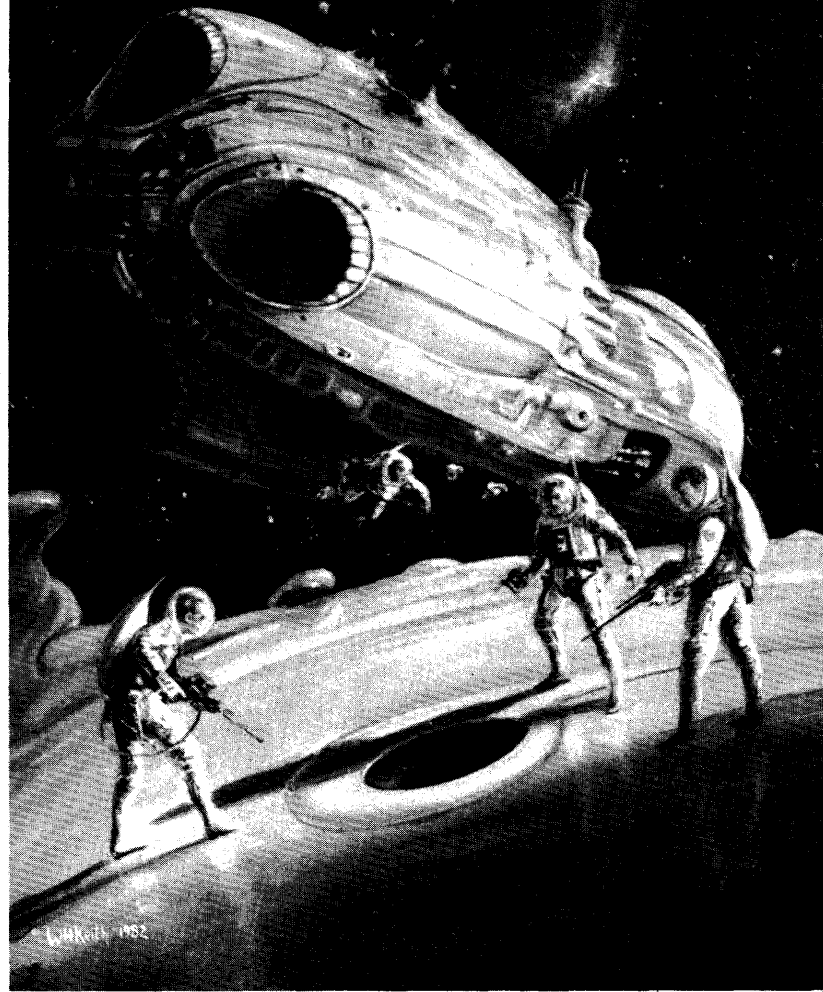
In melee, should the vodyanoi succeed in hitting with its mandibles, the opponent (assuming it is 8' tall or less) is held with a grasping strength of 18/75, and is -2 to hit back and at least +2 to be hit by the vodyanoi until that grasp is broken. In order to break the grasp alone, the victim must have an effective strength (perhaps magically enhanced) of at least 18/76, which would give a 01% chance of breaking free. This chance increases by 01% for every increment through 18/00 strength, which yields a 25% chance of getting free per attempt. An effective strength of 19 allows a 50% chance of success, and 20 or greater would automatically allow the victim to break free. In order to free another, the character attempting to free the victim must forgo attacks each round an attempt is made.

If the vodyanoi finds itself being beaten in a fight, it will attempt to flee and will utilize its camouflage ability in an attempt to avoid detection. The chance of success for this "escape" attempt depends on such variables as the amount of light and cover available nearby.

MOTTLED (Purple) WORM

This creature is identical in all respects to the non-aquatic purple worm, except that it burrows through the muck and gravel of the ocean floor and surfaces underneath its prey. This attack allows it to surprise on a roll of 1-3 on d6.

BOARDING PARTY



For years before the departure of the Colonizer Ship Ulysses, mankind had been locked in fierce and deadly combat with the "DESTRUCTORS" — robot ships programmed to eliminate all forms of life. In an effort to overcome the effects of these attacks, the inhabitants of Earth had redoubled their colonization attempts by firing huge Colony Ships — each of which was a deadly and utilitarian cross between a dreadnought and a cargo ship — on a daily basis. And now, after five years of travel, the Ulysses still continued its search for a habitable planet in the Orion system.

No one could have known that anything was amiss before the DESTRUCTOR cruiser materialized in the dead void and opened fire on the Ulysses. And then, much more quickly than any human could react, the interlinked computer networks of the Ulysses locked onto their target and returned the fire, the colonizer's phasers stinging sharply through the blackness. Within a matter of seconds, both ships were disabled and drifted aimlessly through space, two huge masses of metallic impotence. The one hope that remained was that the humans could board the cruiser and destroy it from within . . .

The stage is set for the ultimate confrontation between man and machine!

BOARDING PARTY depicts the actions of the crew of the C. S. Ulysses as they try to save their colonists from the DESTRUCTOR cruiser. Basically a solitaire game in which the DESTRUCTOR robots move randomly and the player controls the Ulysses' crew after boarding the cruiser, **BOARDING PARTY** makes an exciting and challenging two-player game as well! The game contains a full-color map of the interior of the DESTRUCTOR cruiser, 54 die-cut playing pieces and comprehensive rules of play; and at \$4.95 our Pocket Games just might be the best deal available.

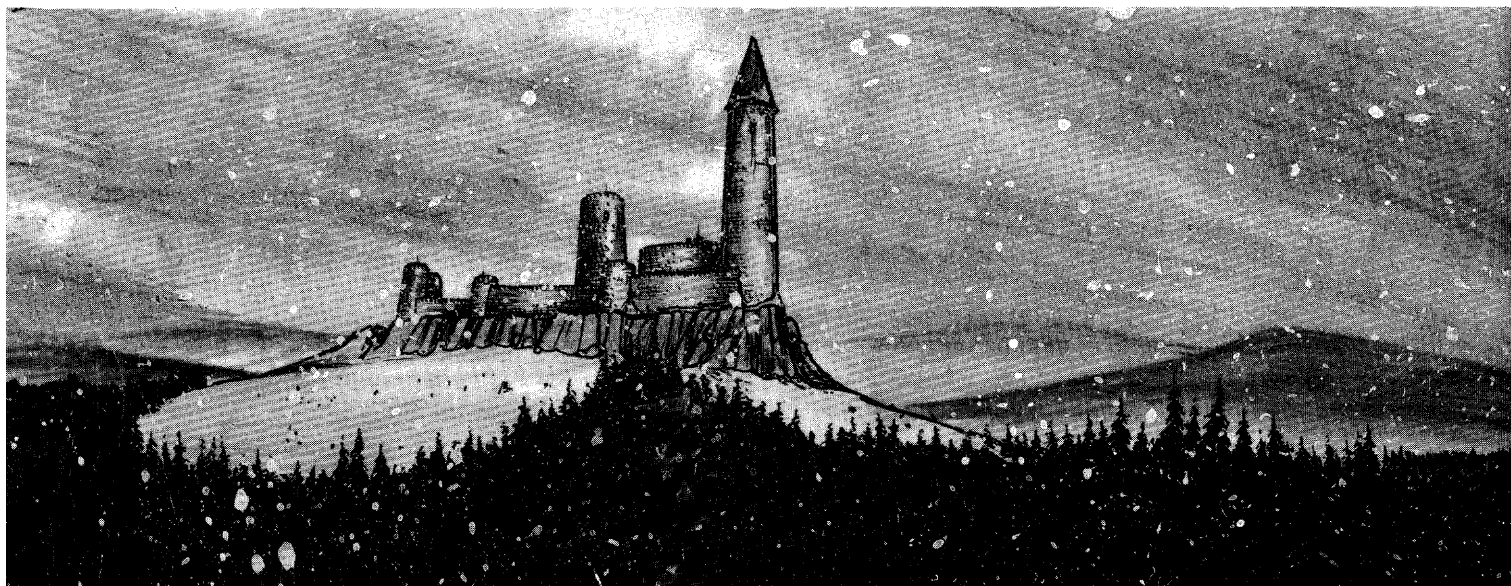
BOARDING PARTY

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WEATHER ^{IN THE} WORLD

A CLIMATE FOR REALISTIC AD&D™ ADVENTURING

INTRODUCTION

This article describes a system by which a DM may easily deal with the many problems of adding weather effects to an AD&D™ campaign. While specifically designed for use with the WORLD OF GREYHAWK™ Fantasy Setting, it can easily be adapted to another sort of world by modifying the calculations in the first section. In addition to weather, this system includes other geophysical and astrophysical phenomena such as times of sunrise and sunset, the phases of the moon(s), seasonal variations, tsunamis (tidal waves), earthquakes, and volcanoes.

ACKNOWLEDGEMENTS

In creating this system, I have often felt much like an interior decorator, owing an immense debt to the architect for giving me a place to practice my skills. In this case, of course, the architect is E. Gary Gygax, who I must thank not only for the AD&D system, but also for opening his personal world — Greyhawk — to the public. It was the modules he created and set in this world — especially *Glacial Rift of the Frost Giant Jarl* (G2) and *Hall of the Fire Giant King* (G3) — that first caused me to recognize the need for a weather system that would be consistent with the AD&D rules. But it was not until the WORLD OF GREYHAWK setting was published that I was provided with the perfect locale to test my ideas. I cannot thank Gary Gygax enough for allowing me to use his world as the basis for my system.

Thanks are also due to Frank Mentzer, who first introduced me to high-quality AD&D play, from both a player's and a DM's perspective, and whose criticisms were invaluable in refining this system. Finally, I want to express my appreciation to my own players, who patiently suffered through months of play testing and corrections while the system slowly reached its final form.

BASIC ASSUMPTIONS

In order to accurately deal with weather and related phenomena, several sets of data are needed. The first is some basic facts about the world to which the system will be applied. A set of maps will provide most of this information. One must also know the size of the world, so that the system can be appropriately scaled. In addition, a set of "baseline weather" data is necessary, providing a full year's worth of meteorological information for a specific latitude and terrain. Finally, some astronomical information is required.

A simple way to acquire all this data is to begin with a predesigned world on which meteorological data from our own Earth can be overlaid. If this is done, then the DM must assume that the fantasy world is similar to Earth in details such as size, rotation and revolution periods, and angle of inclination from the ecliptic.

This approach is particularly appropriate for use with the world of Oerth as set forth in the WORLD OF GREYHAWK Gazetteer. Oerth's year is 364 days long, close enough to Earth's 365-day solar

cycle that differences can be ignored. If it is assumed that Oerth is also approximately the same size as Earth, then a one-to-one correspondence can be easily drawn.

Because changes in climate are related to changes in latitude, the size of the world is crucial to the design of a weather system. On Oerth, it is assumed that 70 miles of travel (2 1/3 hexes) in a north or south direction covers one degree of latitude. Oerth thus has a polar circumference of 25,200 miles, quite close to our own planet's 24,800 miles. The accompanying table shows typical conversions between degrees of latitude, mileage, and hex counts on the map. (Note

DISTANCE CORRESPONDENCES BETWEEN HEXES, DEGREES OF LATITUDE, AND MILES

N-S distance in hexes	N-S distance	
	in degrees of latitude	distance in miles
1	.428	30
2	.856	60
2 1/3	1	70
4 2/3	2	140
5	2.14	150
7	3	210
10	4.28	300
11 2/3	5	350
20	8.56	600
23 1/3	10	700
35	15	1050



OF GREYHAWK

ADAPTABLE FOR USE IN YOUR WORLD

BY
DAVID
AXLER

that the Gazetteer states that a hex is approximately 30 miles across. This figure is always true for north-south travel, but the width of a hex will vary depending on the latitude.)

The use of this scale means that the Greyhawk maps, which cover 2,910 miles (97 hexes) on the north-south axis, also cover 41.571 degrees of latitude. If we compare this to Earth, we find that such an area covers the portion of North America extending from Guatemala, central Mexico, and the main Caribbean islands to as far north as Labrador, the Aleutian Islands, and the middle of Hudson Bay. This is reasonable, given the types of climate implied by the Greyhawk map and Gazetteer-tropical jungles in the south, a central temperate area, and chilly northern reaches.

The equivalence between Oerth and Earth is completed when parallels of latitude are superimposed on the Greyhawk map in a way which maintains the similarities between the two worlds. In this system, the superimposition is based on the assignment of the city of Greyhawk to the climate and latitude of Memphis, Tennessee (latitude 35°9' north). A second table shows where the latitude lines are located on Oerth, referring to the hex numbers at the right-hand edge of each map sheet and indicating locales on or close to each parallel.

The final step is to acquire baseline data from our own Earth to be applied at the equivalent Oerth latitude. The baseline used in this system is taken from 30-year weather surveys of Philadelphia

(latitude 39°56' north), made by the U.S. Weather Bureau, and is applied to the 40th parallel on Oerth. The baseline information for Oerth is shown on the Baseline Data Chart (next page).

It is assumed that for each degree of travel in a north-south direction, the baseline temperature will change by two degrees Fahrenheit. Thus, a trip seven hexes north of Veluna City takes one to a point where the temperature is six degrees colder, since seven hexes equals three degrees of latitude; a trip seven hexes south would raise the temperature by the same amount. (If one crosses the Equator, each degree of travel away from the baseline works in reverse.)

One final introductory comment is necessary. Unlike our planet's weather, that of Oerth is affected (and possible generated) by magic. Some of the spells and items which can bring this about are described in the AD&D Players Handbook and Dungeon Masters Guide, and the DM should recognize the possibility that high-level players and NPCs may do the research necessary to develop new spells. Great care should be taken when such spells are implemented, not only to preserve game balance but also to deal with the fact that localized magical changes to the weather may have repercussions elsewhere in the world (and, perhaps, on other planes as well).

LOCATION OF MAJOR PARALLELS OF LATITUDE ON THE WORLD OF GREYHAWK™ MAPS

North latitude (degrees)	Hex # on map (Right half)	(Left half)	Major geographic features and locales on this parallel
15	93	129	Amedio Jungle; Pelisso Swamp; Forgotten City
20	81	117	Port Toli; Lordship of the Isles
24	72	108	Pitchfield
25	69	105	Gyrax; Pontylver
30	58	94	Rushmoors; Grandwood Forest
35	46	82	City of Greyhawk; Ullakand; Edgefield
40	34	70	Crockport; Spinecastle
45	23	59	Exag; Troll Fens; Feelreev Forest
50	11	47	Knudje; Kelten; Cold Marshes
54	02	38	Land of Black Ice; Icy Sea

Note: Latitude lines run horizontally across the map, and do not slope southwest to northeast as do the numbered lines of hexes.

BASELINE DATA CHART

Fireseek Readyng Coldeven Planting Flocktime Wealsun

Base temp. *	32	34	42	52	63	71
Daily high adj.	+d10	+d6+4	+d8+4	+d10+6	+d10+6	+d8+8
Daily low adj.	-d20	-(d10+4)	-(d10+4)	-(d8+4)	-(d10+6)	-(d6+6)
Sky conditions:						
Clear	01-23	01-25	01-27	01-20	01-20	01-20
Partly cloudy	24-50	26-50	28-54	21-55	21-53	21-60
Cloudy	51-00	51-00	55-00	56-00	54-00	61-00
Chance of precip.:	46%	40%	44%	42%	42%	36%
Mid-month time of:						
Sunrise (a.m.)	7:21	6:55	6:12	5:24	4:45	4:32
Sunset (p.m.)	5:01	5:36	6:09	6:39	7:10	7:32

Fireseek Readyng Coldeven Planting Flocktime Wealsun

Phases Of Luna	1/4: 4th day of month and 4th night of Growfest Full: 11th day of month 3/4: 18th day of month New: 25th day of month and 4th night of Needfest	Full: 4th day of month and 4th night of Richfest 3/4: 11th day of month New: 18th day of month 1/4: 25th day of month
Phases Of Celene	Full: Mid-Needfest and Mid-Growfest 3/4: 19th of Fireseek New: 11th of Readyng 1/4: 4th of Coldeven	Full: Mid-Growfest and Mid-Richfest 3/4: 19th of Planting New: 11th of Flocktime 1/4: 4th of Wealsun

* — Base temperature can be affected by wind and chill factors, and (optionally) by record highs and lows.

ASTRONOMICAL PHENOMENA

The Baseline Data Chart shows the time of sunrise and sunset for the middle of each month at the baseline latitude of 40 degrees. For each degree of latitude away from the baseline, the times should be adjusted by two minutes, adding if above 40° north and subtracting if below. The DM should note that sunrise and sunset are not the times when light appears and disappears, since reflections from sky, clouds, and terrain may affect the hours of normal vision. (In the depths of a steep valley the period of vision will be significantly reduced, while atop the adjacent mountain it will be extended.)

DMs should note that on any selected parallel of latitude, sunrise will occur at the same local time everywhere. Only east-west travel of lengthy distances will create a need for time zones. On Oerth, as on our planet, a one-degree change in longitude will change the times of sunrise and sunset by four minutes.

At latitudes above 60°, the phenomenon known as the Midnight Sun can occur. During mid-summer months, the sun never sinks far enough below the horizon to permit total darkness; during mid-winter, there may be days when the sun never rises. At exactly 60° latitude, these effects will occur only on Midsummer Day (no sunset) and Midwinter

Day (no sunrise). For every degree of latitude beyond the 60th parallel toward the poles, these phenomena will each occur for two additional days, one before the midpoint and one after.

In order to provide a pattern for Oerth's two moons that is both regular and easy to use, the year has been extended by four days from the duration specified in the WORLD OF GREYHAWK Gazetteer. These four days are added, one apiece, to the four great festivals, making each celebration a full week in length. The total year of 364 days consists of twelve months, each having four seven-day weeks, plus an additional "month" made of the four festival weeks.

The smaller moon (Celene, or The Handmaiden) goes through four cycles each year, becoming full on the middle evening of each of the festivals. This evening, of course, becomes the high point of the celebration, especially in the case of Midsummer's Night, when those who use druidic spells are gathering mistletoe for the coming year.

Luna, the large moon, makes thirteen cycles of twenty-eight days during an Oerth year. Its cycles are linked with those of Celene in a manner that causes both to be full on Midsummer's Night in Richfest. On Midwinter's Night, however, only Celene appears; this period is

known as the Dark Time, or the Dim Nights, to many superstitious peasants.

The exact dates for new, waxing (1/4), full, and waning (3/4) moons are shown on the Baseline Data Chart. The astute DM will note that the combinations of the moons will have interesting repercussions on lycanthropy. Most characters who become lycanthropes (as described in the DMG) will have their were-cycles linked to the cycles of Luna only. However, 10% of lycanthropes are affected only by Celene, and another 10% are affected by either moon. In any case, whenever both moons are full, all were-creatures will be out a-hunting. (This happens on Midsummer's Night, unfortunately for mistletoe hunters!)

The seasons must be defined in terms of local temperature change. The following are suggested as guidelines:

Winter: Average base temperature less than or equal to 32° F.

Spring: Average increases from 32° to 50°.

Summer: Average rises from 50° then falls to 60°.

Autumn: Average falls from 60° to 32°.

In areas with lengthy summers, the early half (rising temperature) is considered to be Low Summer; the second half (falling temperature) is known as High

Reaping	Good-month	Harvester	Patchwall	Ready'reat	Sunsebb
77 +d6+4 -(d6+6)	75 +d4+6 -(d6+6)	68 +d8+6 -(d8+6)	57 +d10+5 -(d10+5)	46 +d10+6 -(d10+4)	33 +d8+5 -d20
01-22 23-62 63-00	01-25 26-60 61-00	01-33 34-54 55-00	01-35 36-60 61-00	01-20 21-50 51-00	01-25 26-50 51-00
33%	33%	33%	36%	40%	43%
4:45 7:29	5:13 6:57	5:42 6:10	6:12 5:21	6:46 4:45	7:19 4:36

Reaping	Good-month	Harvester	Patchwall	Ready'reat	Sunsebb
3/4: 4th day of month and 4th night of Brewfest New: 11th day of month 1/4: 18th day of month Full: 25th day of month			New: 4th day of month and 4th night of Needfest 1/4: 11th day of month Full: 18th day of month 3/4: 25th day of month		
Full: Mid-Richfest and Mid-Brewfest 3/4: 19th of Reaping New: 11th of Goodmonth 1/4: 4th of Harvester			Full: Mid-Brewfest and Mid-Needfest 3/4: 19th of Patchwall New: 11th of Ready'reat 1/4: 4th of Sunsebb		

Summer. In areas with long winters, the first half is called Early Winter and the second half Late Winter or Bitter Winter. The elves and barbarians, of course, have their own names for these periods.

DETERMINING THE WEATHER

Playtesting experience has indicated that the best way to use this system is for the DM to generate the weather for one or two weeks at a time, in advance of actual play. This approach makes it much easier for the DM to calibrate the weather with the game-world's calendar, and with the actions of the player characters as well. The sole exception to this is when the party is on an extended trip through the wilderness, covering varied types of terrain, since it is hard for the DM to predict the exact location of the party in advance in such cases.

To determine current or future weather conditions, the DM does the following:

1) Find the base temperature for the current month on the Baseline Data Chart. Roll dice as specified to find the adjustments to the base temperature for the day's high and low. Adjust both the high and low for terrain and for the distance away from the 40th parallel (add 2° Fahrenheit for every 2 1/3 hexes south; subtract the same for distances above the 40th parallel).

It should be assumed that the high temperature for the day will occur about one hour after mid-day, and the low temperature will occur about one hour before sunrise.

At the DM's option, the possibility of temperature extremes may be added in the following way. Before the monthly base temperature is used, roll percentile dice and check this table:

01	Extreme record low
02	Severe record low
03-04	Record low
05-96	Normal temperatures
97-98	Record high
99	Severe record high
00	Extreme record high

To determine the new monthly base temperature during a record high or record low, adjust the monthly base temperature from the Baseline Data Chart by the maximum high or low possible for the month. Severe highs and lows are

determined by adjusting the monthly base temperature by double the maximum high or low. For extreme highs or lows, adjust the base temperature by three times the maximum.

During each day of a record high or low, the daily temperature range is determined by adjusting the monthly base temperature and then applying all other appropriate adjustments.

A period of record high or low temperatures will usually span several days, the exact number determined by rolling d20:

01	1 day duration
02-03	2 days
04-10	3 days
11-14	4 days
15-17	5 days
18-19	6 days
20	7 days

2) Roll percentile dice to determine the sky conditions (clear, partly cloudy, or cloudy) for the day.

3) Roll percentile dice to determine if precipitation will occur during the day. This roll is affected by terrain, as specified in the Terrain Effects Table (page 47). The base chance of precipitation is given in the Baseline Data Chart.

If precipitation will not occur, roll d20 and subtract one to get the current wind speed in miles per hour, and adjust this speed for the terrain. Adjust the temperature for wind chill if necessary.

If precipitation will occur, an additional percentile roll is made to determine the type of precipitation, using the Precipitation Occurrence Table (page 48). If 00 is the result, roll percentile dice again and consult the Terrain Effects Table to determine what type of Special Weather Phenomenon will occur; these phenomena differ by terrain type. (Optionally, once the Special Weather Phenomenon is determined, the DM can then repeat Step 3 to see if the Special Weather is accompanied by a more normal form of precipitation.)

Note: Certain varieties of precipitation require specific conditions, as noted in the Precipitation Occurrence Table, such as a maximum or minimum temperature. If the day's conditions do not fit the specified value, the DM may either roll again or cancel the precipitation entirely.

4) Once the type of precipitation is known, the DM should refer to the Standard Weather Table (page 49) or the Special Weather Phenomena Table (page 50) to discover the effects the weather will have on wind speed, movement, visibility, etc. In addition, the duration of



HIGH WIND EFFECTS TABLE

Wind speed (mph)	On land	At sea	In air*	In battle
0-29	No effect	No effect	No effect	No effect
30-44	All travel slowed by 25%; torches will be blown out	Sailing difficult; rowing impossible	Creatures eagle-size and below can't fly	Missiles at ½ range and -1 to hit
45-59	All travel slowed by 50%; torches and small fires will be blown out	Minor ship damage (d4 structural points) may occur; wave ht. 3d6 ft.	Man-sized creatures cannot fly	Missiles at ½ range and -3 to hit
60-74	Small trees are uprooted; all travel slowed by 75%; roofs may be torn off	Ships are endangered (d10 structural damage) and blown off course; wave ht. d10+20 ft.	No creatures can fly, except those from the Elemental Plane of Air	No missile fire permitted; all non-magical weapon attacks are -1 to hit; dexterity bonuses to AC cancelled
75+	Only strong stone buildings will be undamaged; travel is impossible	Ships are capsized and sunk; wave ht. d20+20 ft. or more	No creatures can fly, except those from the Elemental Plane of Air	No missile fire permitted; all non-magical weapon attacks at -3 to hit; 20% chance per attack that any weapon will be torn from the wielder's grip by the wind; dexterity bonuses to AC cancelled

* — Note: When wind speed exceeds 35 mph, the use of a *carpet*, *wings*, or *broom of flying* becomes extremely dangerous. The percentage chance that a creature or object will be blown off a broom or carpet is equal to the wind speed (in mph) minus the carpet's maximum speed (in"). This percentage should be reduced by 5% for every 100 pounds of body weight and encumbrance. Characters and objects weighing less than 100 pounds have their percentage chance increased by 1% for every 5 pounds below that limit.

Also note: The use of a *potion of gaseous form* during high winds (more than 35 mph) may cause dispersion of the gas to such an extent that the creature cannot reform!

the precipitation is given. When this duration expires, the DM should roll percentile dice; if the result is equal to or less than the specified chance of continuing, then the precipitation will continue in some form. In this case, the DM must roll d10 to see if the type of precipitation changes, as follows:

- 1 Up one line on Precipitation Occurrence Table
- 2-9 No change; roll for duration of continuation
- 10 Down one line on Precipitation Occurrence Table
- 5) Any time that the temperature falls below 35° F., the DM should consult the Wind Chill Table to determine the day's true effective temperature. Other relevant data on sub-freezing conditions is in Appendix A.

6) When precipitation ends, the DM should check as to whether or not a rainbow occurs, as shown on the Precipitation Occurrence Table.

7) Whenever the DM needs to determine the relative position or direction of a phenomenon (i.e., the position of a volcano), d8 should be rolled to select one of the eight cardinal points of the

Wind (mph)	WIND CHILL TABLE											
	Temperature (degrees Fahrenheit)											
	35	30	25	20	15	10	5	0	-5	-10	-15	-20
5	33	27	21	16	12	7	1	-6	-11	-15	-22	-28
10	21	16	9	2	-2	-9	-15	-22	-27	-31	-37	-43
15	16	11	1	-6	-11	-18	-25	-33	-40	-45	-51	-58
20	12	3	-4	-9	-17	-24	-32	-40	-46	-52	-58	-64
25	7	0	-7	-15	-22	-29	-37	-45	-52	-58	-65	-72
30	5	-2	-11	-18	-26	-33	-41	-49	-56	-63	-70	-78
35	3	-4	-13	-20	-27	-35	-43	-52	-60	-67	-75	-82
40	1	-4	-15	-22	-29	-36	-45	-54	-62	-69	-76	-83
45	1	-6	-17	-24	-31	-38	-46	-55	-63	-70	-77	-84
50	0	-7	-17	-24	-31	-38	-47	-56	-64	-71	-78	-85
55	-1	-8	-19	-25	-33	-39	-48	-57	-65	-72	-79	-86
60	-3	-10	-21	-27	-34	-40	-49	-58	-66	-73	-80	-87

compass: 1 = North; 2 = Northeast; 3 = East; 4 = Southeast; 5 = South; 6 = Southwest; 7 = West; 8 = Northwest.

6) The WORLD OF GREYHAWK Gazetteer says that prevailing winds come from the north and northeast during the fall and winter seasons, and from the east and southeast during the remainder of the year. The DM should use this information as a guideline when direction

of a wind is needed, but should also take into account geographical phenomena that may affect wind direction, such as mountain ranges.

9) The DM should be aware that strong winds can have harsh effects, some of which are described in the druid spell *Control Winds*. The High Wind Effect Table (above) delineates some of the consequences of great wind velocity.

TERRAIN EFFECTS TABLE

Type of terrain	Adjustments to:			Special weather phenomena
	Chance of precipitation	Temperature (in degrees)	Wind speed	
Rough terrain or hills	None	None	+/- 5mph	01-80: Windstorm 81-00: Earthquake
Forest	None	- 5	-5 mph	01-80: Quicksand 81-00: Earthquake
Jungle	+10%	+5	-10 mph	01-05: Volcano 06-60: Rain forest downpour 61-80: Quicksand 81-00: Earthquake
Swamp or marsh ¹	+5%	+5	-5 mph	01-25: Quicksand 26-80: Sun shower 81-00: Earthquake
Dust ²	-25%	+10 (day) -10 (night)	None	01-40: Flash flood 41-70: Dust storm 71-85: Tornado 86-00: Earthquake
Plains ³	None	None	+5 mph	01-50: Tornado 51-00: Earthquake
Desert ⁴	-30%	+10 (day) -10 (night)	+5 mph	01-25: Flash flood 26-50: Sandstorm 51-65: Oasis 66-85: Mirage oasis 86-00: Earthquake
Mountains	None	-3 degrees per 1,000 feet of elevation	+5 mph per 1,000 feet of elevation	01-20: Wind storm 21-50: Rock avalanche 51-75: Snow avalanche 76-80: Volcano 81-00: Earthquake
Seacoast ⁵ (within 2 hexes of coastline)	+5%	-5 (cold current) +5 (warm current)	+5 mph	01-80: Earthquake 81-94: Tsunami 95-00: Undersea volcano
At sea ⁵ (more than 1 hex from coast)	+15%	-10 (cold current) +5 (warm current)	+10 mph	01-20: Tsunami 21-40: Undersea volcano 41-00: Undersea earthquake

Notes:

¹ — In the Cold Marshes, temperature adjustment is -5.

² — No fog, gale, or hurricane permitted.

³ — No monsoon or tropical storm permitted.

⁴ — No fog, mist, blizzard, monsoon, tropical storm, gale, or hurricane permitted.

⁵ — Duration of fog & mist doubled.

General notes for Terrain Effects Table

1. Sylvan forest zones should have temperate weather conditions and minimal precipitation throughout the year, due to the influence of Faerie upon the climate.

2. When Special Weather Phenomena that do not involve precipitation occur,

the DM may re-roll the chance (and/or type) of precipitation.

3. All Special Weather Phenomena have a 10% chance that they have been caused by one of the following:

01-30 Elemental(s) or giant(s)

31-60 Elemental(s) under NPC control

61-90 NPC or monster

91-98 Demons, devils, or creatures from the appropriate Elemental Plane

99 A deity or his/her servants

00 A battle between two or more deities

4. All terrain effects are cumulative and may therefore cancel each other out, except that intervening mountains

will eliminate all "coastline" effects. However, when a Special Weather Phenomenon is needed, the DM should select one terrain type for which the random selection will be made, and then modify the results of that selection appropriately.

5. In the desert, there is a 2% per hour cumulative chance that a creature or character will become blinded by the glare. The effects are equivalent to a Light spell being cast on the creature's visage, and may be repaired with a Cure Disease or a night's sleep. Those creatures normally dwelling in such areas are immune to this effect. Note: Although the chance here is cumulative, it does not accrue from day to day. After a week of travel in the desert, the cumulative chance drops to 1% per hour, and after one month of continual exposure to these conditions, the possibility is entirely removed.

EXAMPLE OF PROCEDURE

The party is currently camped at an elevation of 3,000 feet in the Yecha Hills (latitude 48° north) during the month of Patchwall. The baseline temperature is 57°, and two d10 rolls (of 5 and 3) indicate that the day's base high and low will be 65° and 49°. These are then adjusted for latitude by subtracting 16 degrees from each figure, and are adjusted for terrain by subtracting an additional 9 degrees for the elevation, resulting in a high of 40° and a low of 24°.

A roll of 48 indicates that the sky is partly cloudy, and a second roll of 23 indicates precipitation will occur. The DM's first roll on the Precipitation Occurrence Table indicates a monsoon — but this roll is ignored, because the temperature will not rise to 50° the minimum required. A re-roll shows that the party is surrounded by heavy fog.

Further rolls and results specified by

the Standard Weather Table indicate that the fog will last for 8 hours, with winds of 12 mph. During the fog, visibility will be cut to two feet, movement will be at one-quarter speed, tracking (by a ranger) will not be possible, and the party members' chance of becoming lost will be increased by 50% (if they travel).

When it is time for the fog to lift, the DM rolls percentile dice again, getting a 33. This indicates that precipitation will continue. A 10 comes up on the d10 roll for continuation, indicating that the heavy fog will become light fog. The DM then determines the duration of the new weather and its effects.

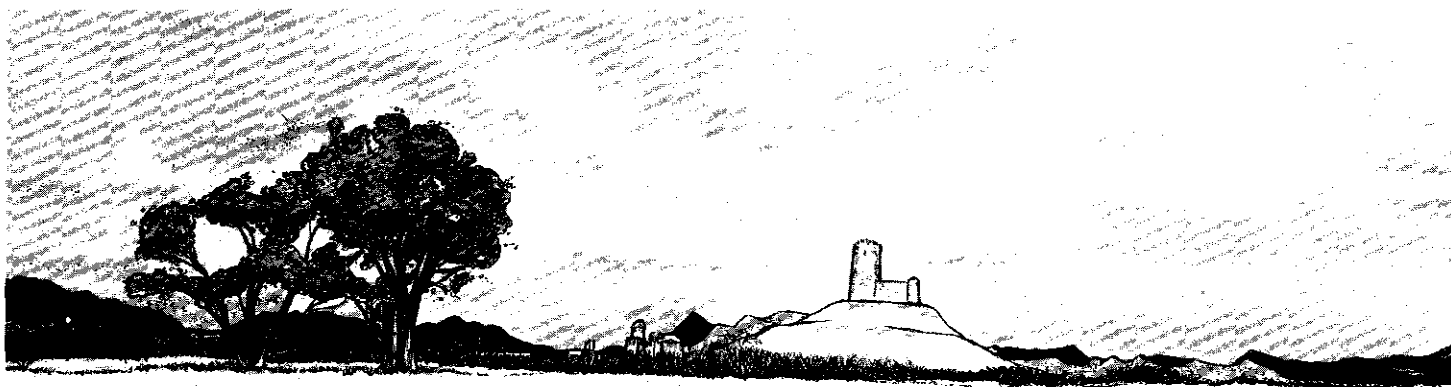
Finally, the DM notes that the temperature will fall well below 35° by late afternoon. After the Wind Chill Table (page 46) is consulted, the party is informed that the effective afternoon temperature of 30° will feel like 12° to them — and the night will probably be even worse!



PRECIPITATION OCCURRENCE TABLE

Dice roll	Type of weather	Temp. required (°F.)		Chance of of		Not allowed in:
		Min.	Max.	continuing	rainbow	
01-02	Blizzard, heavy	—	10	5%	—	Desert
03-05	Blizzard	—	20	10%	—	Desert
06-10	Snowstorm, heavy	—	25	20%	—	
11-20	Snowstorm, light	—	35	25%	1%	
21-25	Sleet storm	—	35	20%	—	
26-27	Hailstorm	—	65	10%	—	Desert, dust
28-30	Fog, heavy	20	60	25%	1%	Desert, dust
31-38	Fog, light-	30	70	30%	3%	Desert
39-40	Mist	30	—	15%	10%	
41-45	Drizzle	25	—	20%	5%	
46-60	Rainstorm, light	25	—	45%	15%	
61-70	Rainstorm, heavy	25	—	30%	20%	
71-84	Thunderstorm	30	—	15%	20%	
85-89	Tropical storm	40	—	20%	10%	Desert, plains
90-94	Monsoon	55	—	30%	5%	Desert, dust, plains
95-97	Gale	40	—	15%	10%	Desert
98-99	Hurricane or typhoon	55	—	20%	5%	Desert, dust
00	Special	—	—	1% (if no	—	
	(refer to Terrain Table to determine type)			continuation, roll new form of precipitation)		

Note: If rainbow occurs, roll again: 01-89 = single rainbow; 90-95 = double rainbow (may be an omen); 96-98 = triple rainbow (almost certainly an omen); 99 = Bifrost bridge or clouds in the shape of rain deity; 00 = rain deity or servant in sky.



STANDARD WEATHER TABLE

Phenomenon	Precipitation amount (inches)	Duration	Movement rate	Range of normal vision	Range of ultra- and infravision	Effect on tracking	Chance of getting lost	Wind speed (mph)
Blizzard, heavy ¹	2d10+10	3d8 hours	F: x $\frac{1}{8}$ H: x $\frac{1}{4}$ C: no	2' radius	No	No	+50%	6d8+40
Blizzard ²	2d8+8	3d10 hours	x $\frac{1}{4}$ (all)	10' radius	x $\frac{1}{2}$	+40%	+35%	3d8+36
Snowstorm, heavy ³	2d8+2	4d6 hours	x $\frac{1}{2}$ (all)	x $\frac{1}{2}$	x $\frac{1}{2}$	-25%	+20%	3d10
Snowstorm, light ³	d8	2d6 hours	F: x $\frac{3}{4}$ H: normal C: normal	x $\frac{3}{4}$	x $\frac{3}{4}$	-10%	+10%	4d6
Sleet storm	$\frac{1}{2}$ d4	d6 hours	F: x $\frac{3}{4}$ H: x $\frac{1}{2}$ C: x $\frac{1}{2}$	x $\frac{3}{4}$	x $\frac{3}{4}$	-10%	+5%	3d10
Hailstorm ⁴	see note ⁴	d4 hours	x $\frac{3}{4}$ (all)	Normal	Normal	-10%	+10%	4d10
Heavy fog		d12 hours	x $\frac{1}{4}$ (all)	2' radius	x $\frac{1}{2}$	-60%	+50%	d20
Light fog		2d4 hours	x $\frac{1}{2}$ (all)	x $\frac{1}{4}$	x $\frac{3}{4}$	-30%	+30%	d10
Mist		2d6 hours	Normal	Normal	Normal	-5%	Normal	d10
Drizzle	$\frac{1}{4}$ d4	d10 hours	Normal	Normal	Normal	-1%/turn (cum.)	Normal	d20
Rainstorm, light ⁵	$\frac{1}{2}$ d6	d12 hours	Normal	Normal	Normal	-10%/turn (cum.)	Normal	d20
Rainstorm, heavy ⁵	d4+3	d12 hours	F: x $\frac{3}{4}$ H: normal C: x $\frac{3}{4}$	x $\frac{3}{4}$	x $\frac{3}{4}$	-10%/turn (cum.)	+10%	2d12 +10
Thunderstorm ⁶	d8	d4 hours	x $\frac{1}{2}$ (all)	x $\frac{3}{4}$	x $\frac{3}{4}$	-10%/turn (cum.)	+10% (+30% if horsed)	4d10

STANDARD WEATHER TABLE (cont.)

Phenomenon	Precipitation amount (inches)	Duration	Movement rate	Range of normal vision	Range of ultra- and infravision	Effect on tracking	Chance of getting lost	Wind speed (mph)
Tropical storm ⁷	d6/day	½d6 days	F: x ¼ H: x ¼ C: no	x½	x½	No	+30%	3d12 +30
M o n s o o n ⁷	d8/day	d6+6 days	F: x ¼ H: x ¼ C: no	x¼	x¼	No	+30%	6d10
Gale ⁷	d8/day	½d6 days	F: x ¼ H: x ¼ C: no	X¼	x¼	No	+20%	6d8+40
Hurricane or typhoon ⁸	d10/day	½d8 days	F: x ¼ H: x ¼ C: no	x¼	x¼	No	+30%	7d10 +70

Notes:

(F = foot travel; H = horse travel; C = carts & wagons; No = not allowed.)

¹ — Snowdrifts of up to 10' per hour may accumulate against buildings, walls, etc.

² — As with heavy blizzard, but only 5' per hour.

³ — Drifts of 1' per hour will occur if wind speed is above 20 mph.

⁴ — Average diameter of hailstones is ½d4 inches. If stones are more than 1 inch in diameter, assess 1 point of damage per ½ inch of diameter every turn for those AC 6 or worse. (1½ -inch diameter stones cause 3 points of damage.) Rings, bracers, etc., give no protection from this damage, but magic armor does.

⁵ — A drop in temperature to 30 degrees or less after such a storm may result in icy ground, affecting travel, dexterity, etc.

⁶ — Lightning strokes will occur once every 10 minutes, with a 1% probability on each that the party will be hit. This chance is increased to 10% if the party shelters under trees. Damage done will be 6d6, with a saving throw for half damage allowed.

⁷ — Every 3 turns, a 10% chance of gust damage if wind speed is over 40 mph. Damage is 1d6 for every full 10 mph above 40 mph.

⁸ — Unprotected creatures suffer 1d6 wind damage every 3 turns, and buildings take 1d4 structural damage each turn.

General notes for Standard Weather Table

1. The effects of precipitation on infra-vision and ultravision occur because the temperature of the precipitation is usually different than that of the surrounding air and terrain, resulting in a form of

“jamming” similar to that which occurs when military aircraft drop bits of metal foil to confuse enemy radar systems,

2. The effects on tracking should be used to adjust the chances for a ranger to track any creatures in the wilderness.

3. The chance of getting lost applies to

all parties, even those with maps, because landmarks are obscured, trails covered, and so on. Note: Terrain adjustments for this possibility, as stated in the DMG, also apply. If a party stops traveling until precipitation ceases, the effects are cancelled, except those for snow.

SPECIAL WEATHER PHENOMENA TABLE

Phenomenon	Precipitation	Duration or area	Movement rate	Range of normal vision	Range of ultra- and infravision	Effect on tracking	Chance of getting lost	Wind speed (mph)
Sand storm ¹ or Dust storm ¹	—	1-8 hours	No	No	No	No	+80%	5d10
Wind storm ²	—	1-10 hours	x½ (all)	x½	x¾	No	+30%	8d10 +20
Earthquake ³ (If undersea, a tsunami will occur in d10 hours)	—	1-10 hours	F: x¼ H: x¼ C: no (may be overturned)	Normal	Normal	-50%	+10% (+30% on horse)	d20
Avalanche ⁴ (rock or snow)	5d10 inches	1-10 minutes	May be blocked	Normal	Normal	-60%	+10% if trail is covered	d20

SPECIAL WEATHER PHENOMENA TABLE (cont.)

Phenomenon	Precipitation	Duration or area	Movement rate	Range of normal vision	Range of ultra- and infravision	Effect on tracking	Chance of getting lost	Wind speed (mph)
Volcano ⁵ (If undersea, an island will be formed after 2d6 days)	d8 inches of ash per day	½d20 days	x½ (all)	x¾ (x½ if undersea due to mist)	x½	-50%	+20% (+40% if on horse)	d20
Tsunami ⁶	Wave ht. 10d20 feet	½d4 hours	Normal	Normal	Normal	No	Normal	5d10 +10
Quicksand ⁷	—	Covers radius d20"	Normal (until entered)	Normal	Normal	No	+20% if skirted	d20
Flash flood ⁸	see note ⁸	d6+2 hours	x¾	Normal	Normal	-5%/turn	+10%	d20
Rain forest downpour ⁹	1 inch per hour	3d4 hours	F: x½ H: x½ C: no	x¾	x¾	-5% per turn	+20%	0-5 (d6-1)
Sun shower ¹⁰	½	6-60 minutes	Normal	Normal	Normal	Normal	Normal	d20
Tornado or cyclone ¹¹	1 inch per hour	5-50 hours	No	x¾	x¾	No	+40%	300
Oasis or mirage oasis ¹²	—	3-6" radius	Normal	Normal	Normal	Normal	Normal	d20

Notes: (F =foot travel; H = horse travel; C = carts and wagons; No = not allowed.)

— 50% chance of d4 damage every 3 turns, no saving throw, until shelter is found.

² — 50% chance of 2d6 rock damage every 3 turns. (Characters must roll dexterity or less on d20 to save for ½ damage; monsters must save vs. petrification.)

³ — Center is 1-100 miles away from party, with shock waves extending 1-100 miles. The first shock wave of the earthquake will be preceded by 1-4 mild tremors, which do no damage but cause untrained horses, cattle, and other animals to bolt in fear and run for open ground. After a delay of 1-6 rounds, the first shock wave reaches the party, and there are 1-6 shock waves in an earthquake. Roll d20 to determine the number of rounds between each of the shock waves. Each shock wave causes damage as the 7th level cleric spell Earthquake.

⁴ — Damage is 2d20 pts., with save (vs. dexterity or petrification, as in 2 above) for ½ damage. Victims taking more than 20 points of damage are buried and will suffocate in 6 rounds unless rescued.

⁵ — Ash burns: d4 damage every 3 turns, no save. Location: 0-7 (d8-1) miles from party. Lava flows at d10 mph, does damage as a salamander's tail. For every day a volcano continues to erupt, the base temperature will rise 1 degree in a 60-mile-diameter area. This overheating will lapse after 7-12 months, as particles of ash in the air bring the temperature back down, but the chance of clear skies in the area will be cut by 50% for an additional 1-6 months thereafter.

⁶ — Save vs. dexterity/petrification (see 2 above) or drown. If save is made, victim takes d20 damage.

⁷ — An individual wearing no armor, leather armor, studded armor, elven chain, or magical armor will only sink up to the neck if he remains motionless, keeps his arms above the surface, and discards all heavy items. Other characters will be dragged under at the rate of 1 foot per round if motionless or 2 feet per round if attempting to escape. Drowning occurs 3 rounds after the head is submerged. If a victim is rescued after his head has been submerged, assess damage of d6 per round of submersion once character is resuscitated.

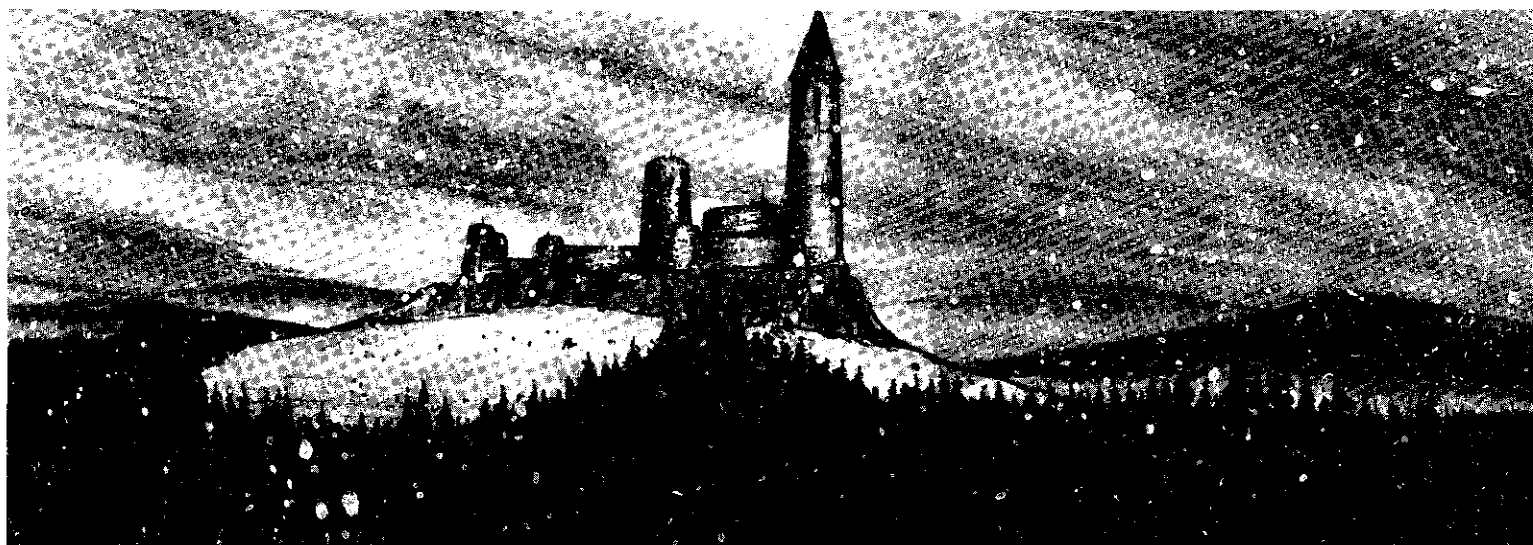
⁸ — A flash flood will begin with what appears to be a heavy rainstorm, with appropriate effects, during which 3 inches of rain will fall each hour. The rain will stop when 50% of the flood's duration is over, at which point all low areas will be covered with running water to a depth which is triple the amount of rainfall. This water will remain for 6-10 turns, and then disappear at a rate of 3 inches per hour. The current will vary from 5-50 mph, increasing when water flows in narrow gullies.

⁹ — The ground will absorb up to 6 inches of water; then mud will form, converting the area to a swamp for travel purposes.

¹⁰ — 95% chance of a rainbow; see note under Precipitation Occurrence Table.

¹¹ — 10% chance party will be transported to the Ethereal Plane. Otherwise, treat as a triple-strength hurricane for damage.

¹² — If the oasis is real, roll d20. A result of 1 or 2 indicates that the oasis is currently populated (determine population type via the Wilderness Encounter Charts in the DMG), while a 20 indicates that the last visitor has poisoned all the wells. If the oasis is a mirage, anyone who "drinks" must save vs. spell or take d6 damage from swallowed sand.



APPENDIX A EFFECTS OF CLIMATIC EXTREMES

The DM should be aware of some of the possible effects that can occur when a party confronts extreme temperatures. The suggestions in this section are only that, and make no attempt to present the full range of possibilities.

A. Cold Weather

1. Always use the Wind Chill Table to determine true temperatures.

2. The bulky clothing needed for protection in cold climes can affect a character's dexterity, armor class, and "to hit" rolls. A deduction of one point from each of these characteristics for every ten degrees below 0° F. is suggested.

3. The use of heat-producing magic, from spells or items, can have severe repercussions on the local environment. Snow will melt and re-freeze into glare ice, for example, after a Fireball, and ice floes will crack and separate after intense heat. If it occurs in mountainous terrain, intense heat may cause a snow avalanche or a rock avalanche.

4. Extremes of cold may affect the usage of personal possessions. Oil, for instance, may not flow. Liquids may freeze, cracking their containers in the process. A potion may lose its effect, or be changed, after being subjected to extreme cold.

5. If a party travels with animals, pets, familiars, etc., or summons monsters, be sure to take the effects of the cold into account when describing the actions of these creatures. Extra food will often be needed under these conditions. Creatures from the Elemental Plane of Fire will be extremely annoyed at those who call on them in cold climes (double the chance of rebelling if summoned).

6. Drinking hot beverages at temperatures below -20° F. offers the possibility that the drinker's teeth may crack from the sudden temperature change.

7. Frostbite will destroy an exposed body part in 10-30 minutes at temperatures of -40° F. and below. Body parts

lost to frostbite damage can only be restored by *regeneration*, such as from the cleric spell *Regenerate*, a *ring of regeneration*, or similar means. Frostbite is most likely to develop in situations where: (a) tight clothing is worn; (b) the extremities (hands, feet, ears, etc.) are inactive or immobile; (c) the character suffers from chronic vascular disease; and/or (d) the air is both cold and moist.

8. The DM should decide if it will be possible to cast spells with somatic components while the caster is wearing gloves, heavy clothing, etc. One possibility is to assign a chance of spell failure based upon temperature, such as 5% for every 10 degrees below -20° F.

9. On a sunny day, there is a 2% per hour cumulative chance that a character may become snowblind for d4 turns. The effects of this are equivalent to a *Light* spell being cast on the character's visage. Monsters that dwell in snowy climes are immune to this effect.

B. Hot Weather

1. When the temperature rises above 75° F., the DM should roll percentile dice to determine the current relative humidity. Whenever the total of temperature

and humidity is 140 or higher, consult the Temperature and Humidity Effects Table (below) for the consequences to unprotected characters and creatures.

2. In hot climates, most mammalian creatures need additional salt to replace that lost through perspiration. Characters who fail to take precautions will suffer from double vision, dizzy spells, and shortness of breath for 1-4 hours. (Treat as a *Blindness* spell for effects on armor class, etc.) This condition can be remedied by *Cure Disease*. The effects given above describe a mild form of sunstroke. Severe sunstroke only occurs when the temperature and humidity total is higher than 200, and has a mortality rate of 20% (30% for characters who are Old or Venerable).

3. Heat cramps are caused by physical exertion at temperatures above 100° for those with a constitution of 12 or less (+10° for every point of constitution above 12). The cramps can be alleviated by *Cure Disease*, or by drinking a quart of salt water and waiting 1-4 hours— but if not cured within 2 turns of their onset, the cramps will last for 6d20 hours.

4. The effects of extreme heat on items and animals will be similar in scope to

TEMPERATURE & HUMIDITY EFFECTS TABLE

Temp. + hum.	Move	AC	To hit	Dexterity	Vision (all types)	Rest needed per hour	Chance of spell failure*
140 - 160	Normal	0	0	-1	Normal	2 turns	5%
161 - 180	x¾	0	-1	-1	x¾	3 turns	10%
181 - 200	x½	-1	-2	-2	x½	4 turns	15%
Above 200	x¼	-2	-3	-3	x¼	5 turns	20%

* — For spells with somatic components only



the effects of extreme cold, and the effects may in some ways be the "reverse" of each other. Very high temperatures may cause spontaneous combustion, especially when highly flammable items (such as oil in glass bottles exposed to the sun) are concerned. Be sure to account for evaporation, spoilage (wine becoming vinegar, etc.), and similar problems. Creatures from the Elemental Plane of Water, or those which use cold-based attacks, will strongly resent being brought into a hot climate. Remember, also, that metal items left out in the hot sun will quickly become painful to the touch.

5. When the temperature is above 75° and there is little or no precipitation, the possibility of fires in the wilderness must be considered. In areas that are no more than one hex away from a coastline or lake (but not a river), there is a 1% per day cumulative chance of spontaneous fire in wooded and agricultural areas. If the area is normal forest or grassland, this cumulative chance is 2% per day, and it rises to 3% per day if such an area is within one hex of a desert. This chance should be lowered by 1% for each quarter-inch of precipitation that has fallen within the preceding week, and the chance is reset to zero after any rainfall of more than two inches.

A forest or grassland fire will have an initial radius of one-quarter mile, and the center will be located 1/3 to 4 miles away from the party (roll d12, divide by 3). If there is no wind, the fire will spread slowly, increasing its radius by an additional quarter-mile every 6 hours. It will only be blocked by fire trails or rivers at least 180 feet wide. If there is a wind, the fire will move in the direction of the wind at a higher rate: For every 5 mph of wind speed, deduct one hour from the time it takes to move another quarter-mile, and add another 30 feet to the width of rivers and fire breaks that would be able to halt the blaze. For purposes of moderating activity in a melee situation, such a fire is assumed to move at a base rate of 1" per

round, plus an extra 1" for each 5 mph of wind speed.

It is possible for fires to spread into any type of terrain except water and desert. When a fire occurs, all creatures dwelling near it will flee from it at their maximum movement rate. If there is no wind, these creatures will take any random path that does not cross the fire. If there is a wind, it is possible that the fire will be literally driving the creatures before it. Such creatures will precede the fire's arrival at a site by d10 tenths of a mile, and will always attack (no morale checks) any creature or character that attempts to hinder them.

C. Burns and Their Effects

1. Sunburn can occur in any climate, and is particularly likely at high altitude and when there is reflection of sunlight off ice, snow, sand, or water.

2. Severe electrical burns (those causing damage greater than half of a creature's total hit points) have a 25% chance of causing 1-6 turns of unconsciousness (90%) or immediate cardiac arrest (10%).

3. Burns of any type which cover more than 10% of the body's surface will be followed in 1-4 hours by secondary shock, which will manifest itself as a coma of 1-10 hours' duration.

4. Burns which are not treated immediately must be kept in an antiseptic state. If this is not done, the character's chances of acquiring infections in the burned areas are increased by 5% for each turn the burns remain untreated.

5. Whenever a character's internal body temperature exceeds 106°, irreversible brain damage will occur. For every three turns that this condition persists, the affected character will lose one point each of intelligence, wisdom, and dexterity. This damage can be repaired by *regeneration* or by a *wish*.

APPENDIX B TIDES AND CURRENTS

DMs whose campaigns include a great deal of waterborne travel and combat

may wish to expand it by the addition of tides, ocean currents, and similar phenomena. Because of the complexity of this topic, only a few suggestions and reminders will be made here:

1. On a planet with one moon, high tide occurs when the moon is overhead, and low tide when the moon is on the opposite side of the planet. A matching pair of high and low tides will be caused by the planet's sun. This may lead to cancellation and/or reinforcement of the moon's tides, depending on how the sun and moon are synchronized. When more than one moon exists (as with Oerth), the tidal patterns will be far more complex.

2. All rivers flow in a general direction toward the equator.

3. High winds will affect both the timing and wave height of tides.

4. Ocean currents can affect weather conditions, especially (but not exclusively) along coastlines and in areas near coastlines.

BIBLIOGRAPHY

A number of references were extremely useful in the creation of this system. The *Bulletin Almanac* for 1974 (Philadelphia: Bulletin Publishing Co.) provided the U.S. Weather Bureau's 30-year survey of Philadelphia weather, from which was derived the information in the Baseline Data Chart. This volume was also the source for the Wind Chill Table and some precise definitions for various weather phenomena.

The *American Institute of Physics Handbook*, 3rd edition, supplied the formula for the temperature-altitude relationship as well as some other constants. *Van Nostrand's Scientific Encyclopedia* was also useful in this regard. *The Weather Machine* by Nigel Calder provided a useful reference for basic meteorology.

The effects of temperature extremes on the human body were developed from the descriptions of various ailments given in the latest edition of *The Merck Manual*, a standard medical tome.

New high level spells

(From page 26)

The four effects of the spell are these:

Charm: The magic-user can charm a person or monster by gaze and vocalization of a single word. The effect is to make the *charmed* subject absolutely loyal and docile with respect to the charmer. It is otherwise the same as a *charm person* or *charm monster* spell.

Fear: The magic-user can cause fear by gaze and vocalization of a single word. The subject will act as if struck by a *fear* spell unless a saving throw versus spell is successful.

Sicken: This power enables the caster to merely gaze at the subject, speak a word, and cause sudden nausea and sickness to sweep over the subject's body. The victim will beat one-half normal abilities (strength, intelligence, etc.) from the pain and fever. Movement will be at one-half normal rate also, and the victim will have to rest half of each turn in order to be able to move at all. A saving throw versus magic will negate the power of the *dweomer*. Otherwise, the victim will remain struck by the *sickness*, losing one actual point of constitution per day until death occurs at zero constitution points. The effects are negated by a successful *dispel magic* spell or by a *heal* spell. *Alter reality*, *limited wish*, and *wish* will also remove the *sickness*. **Note:** All non-human, non-demi-human, and non-humanoid creatures save at +4 versus this effect.

Sleep: The magic-user can cause any individual to fall into a comatose slumber by means of gaze and a single word, unless the subject makes its saving throw versus magic. Creatures normally subject to a first level *sleep* spell save at -2. Undead are not subject to this power. Affected creatures must be shaken or otherwise shocked to bring them back to consciousness.

Mordenkainen's Lucubration (Alteration)

Level: 6

Range: 0

Duration: *Instantaneous*

Area of Effect: *The magic-user*

Components: V, S

Casting Time: 1 segment

Saving Throw: *None*

Explanation/Description: By use of this spell, the magic-user is able to instantly recall any spell he or she has used and otherwise forgotten during the past 24 hours. The spell must have been memorized and actually used during the stated time period, and it cannot be of greater power than fifth level. *Mordenkainen's lucubration* enables the spell caster to recall any first through fifth level spell precisely as if it had never been cast. Only one such spell can be so recalled by use of the *lucubration* *dweomer*. The spell recalled can thereafter be cast normally on the following or successive round. Additional spell components of a material nature must be available if the spell recalled requires such, or else the remembered spell is fruitless until the material components are available.

Transmute Water To Dust (Alteration) Reversible

Level: 6

Range: 6"

Duration: *Permanent*

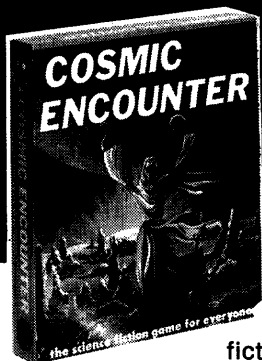
Area of Effect: 1 cubic"/level

Components: V, S, M

Casting Time: 6 segments

Saving Throw: *None (special)*

Explanation/Description: When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the



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Shakespeare — AS YOU LIKE IT

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Pope — Essay on Criticism

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latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly. Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned. If a living creature is concerned, a saving throw versus magic is required, and only one creature can be the target for such spell usage, regardless of the size of the creature concerned. The reverse of the spell is simply a very high-powered create *water* spell which requires dust as a component. Either usage requires material components of a bit of seashell and diamond dust of at least 500 gold piece value.

SEVENTH LEVEL SPELLS:

Banishment (Abjuration-Evocation)

Level: 7
Range: 2"
Duration: *Permanent*
Area of Effect: 2 levels/hd of creature(s) per level of the caster

Components: V, S, M
Casting Time: 7 segments
Saving Throw: *Special*

Explanation/Description: A banishment spell enables the caster to force some creature from another plane to return to its own abode. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. More than one creature can be forced into magical *banishment*, providing the spell caster is of sufficient strength (levels of experience) to do so, and providing that the potential subjects are within range of the spell. The spell requires that the magic-user both name the type of creature(s) to be sent away, give its proper name as well, and call upon powers opposed to the creature(s).

The material components of the spell are substances harmful, hateful, and/or opposed to the nature of the subject(s) of the dweomer. For every such substance included in the casting, the subject creature(s) loses -2 from the dice rolled to determine save versus magic. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a *banishment* upon a demon, its saving throw versus the spell would be made at -8 (four substances times the factor of 2). Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to bring the factor up to -3 or -4 per item. In contrast, a devil's scale or titan's hair, or mistletoe blessed by a druid might lower the factor to -1 with respect to a demon. If the subject creature makes its saving throw versus the spell, the caster will be stung by a backlash of energy, take 2-12 points of damage, and be stunned for 2-12 segments.

Note: If the powers called upon when casting the *banishment* spell are directly and actively opposed to the creature(s) to be banished, or if they are favorably and actively concerned with the interests of the spell caster, these powers can augment the efficacy of the spell components by from -1 (least concerned) to -6 (most concerned). Specifics of this effect are left up to the judgement of the referee.

Forcecage (Evocation)

Level: 7
Range: 7" per 2 levels
Duration: 6 turns +1/level
Area of Effect: 2" cube

Components: V, S + *special*
Casting Time: 3-4 segments
Saving Throw: *None*

Explanation/Description: This powerful spell enables the caster to bring into being a *cube of force*, but it is unlike the magic item of that name in one important respect: The *forcecage* does not have solid walls of force; it has alternating bands of force with ½' gaps between. Thus, it is truly a cage rather than an enclosed space with solid walls. Creatures within the area of

effect of the dweomer are caught and contained unless they are able to pass through the openings — and of course all spells and breath weapons can pass through the gaps in the bars of force of the *forcecage*. Furthermore, creatures with a magic resistance can apply that resistance to a single attempt to pass through the walls of the cage. If resistance fails, then the creature in question is caged. Regardless of success, any and all other creatures also in the area of effect of the spell are trapped unless they also have magic resistance which allows them to escape. The *forcecage* is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a *dispel magic* spell or by expiration of the dweomer.

By means of special preparation, a *forcecage* spell can be altered to a *forcecube* spell. *forcecube* is one-half the area of effect (a cube 1" on a side), and the dweomer then resembles that of a *cube* of force in all respects save that of the differences between a cast spell and the magic of a device.

Although the actual casting of either application of the spell requires no material component, the study of the spell required to commit it to memory does demand that the magic-user powder a diamond of at least 1,000 gold pieces value, using the diamond dust to trace the outlines of the cage or cube he or she desires to create via spell casting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the magic-user must then toss the dust into the air and it will disappear.

Mordenkainen's Magnificent Mansion (Alteration/Conjuration)

Level: 7
Range: 1"
Duration: 1 hour/level
Area of Effect: 300 sq. ft./level

Components: V, S, M
Casting Time: 7 rounds
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user conjures up an extra-dimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area will see only a faint shimmering in the air, an area of some 4' in width and 8' in height. Once observers have passed beyond the entrance, they will behold a magnificent foyer and numerous chambers beyond. The place will be furnished and contain sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spell caster has levels of experience. There will be a staff of near-transparent servants, liveried and obedient, there to wait upon all who enter. The atmosphere and temperature will be clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the *Mansion*, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It will seem excellent and be quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and ravenous hunger will strike unless the individuals actually ate normal food. For each meal eaten inside the *Mansion*, the individual leaving must spend 1 hour sitting and eating normal fare. Failure to do so means that he or she has lost as many points of strength as he or she ate meals when in the mansion-like space. Such strength loss is restorable upon eating as noted, but this must be done within 6 hours or the loss of strength will be permanent. The components for this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with *illusion* magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes. It is also noteworthy that elves have some version of this spell which is castable at a lower level.)

Sequester (Illusion/Phantasm-Abjuration)

Level: 7
Range: *Touch*
Duration: *1 week + 1 day/lvl*
Area of Effect: *2' cube/level of caster*

Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Special*

Explanation/Description: When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, or whatever. Of course, it does not render the subject proof from tactile discovery or from devices such as a *robe of eyes* or a *gem of seeing*. If cast upon a creature not desiring to be affected and able to resist and avoid the spell, a normal saving throw is given. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled. The material components of the spell are basilisk eyelash, gum arabic, and a dram of whitewash.

Teleport Without Error (Alteration)

Level 7
Range: *Touch*
Duration: *Instantaneous*
Area of Effect: *Special*

Components: *V*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell is similar to a *teleport* spell. The caster is able to transport himself or herself, along with the material weight noted for a *teleport* spell, to any known location on his or her home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "Studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for eventual *teleportation without error*. The table for *teleport* is used, with the appropriate knowledge of the area to which transportation is desired used to determine chance of error. (Exception: See 9th level magic-user spell, *succor*, described below.)

Torment (Evocation-Alteration)

Level: 7
Range: *1"*
Duration: *Special*
Area of Effect: *One creature*

Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Special*

Explanation/Description: When this spell is cast, the magic-user seeks to force submission and obedience from a captive creature from another plane from whom a service is being demanded (see *dolor*, *ensnarement* spells). The initial uttering of the spell causes a link from the caster to the captive creature bound in a magic circle, thaumaturgic triangle, or pentagram. Thereafter, the magic-user continues to read the balance of the specially prepared writing, and each round this continues, the captive feels progressively worse — discomfort and then pain. The first two rounds bring *twinges*, the third and fourth rounds of reading bring *shooting pains*, and the fifth and sixth rounds of reading cause *aches* and *cramps*.

The creature refusing to submit to the performance of a service is given a straight saving throw versus magic, adjusted each round for the intensity of the *dweomer* to be affected by it. The save in the first round is made at -1 to the die roll, the second at -2, the third at -3, the fourth at -4, and the fifth and sixth at -6 and -8 respectively.

It is likely that any intelligent creature with low moral standards will submit once it realizes the nature of the spell it is being subjected to. Naturally, this does not cause the creature

anything other than immense hatred for the magic-user. The forced service will be carried out to the letter, as is the case with all such agreements, but the entity will most certainly seek whatever revenge it can.

Preparation for the casting of a *torment* spell requires either the secret name for the type of creature or its given name to be inscribed in the text of the incantation. The caster must also identify himself or herself. This establishes the link and allows the *dweomer* to be efficacious. However, for every 1 point of intelligence of the creature above that of the spell caster, there is a 1% chance that the captive creature will gain control, draw the caster into the confines of its prison, and carry him or her off to its own plane and whatever fate is thus decreed. If the magic-user is interrupted or distracted during the reading, there is a 5% chance per point of intelligence of the captive creature that it will gain control. The merest mispronunciation of a single word in the text gives the captive creature a 1% chance per point of intelligence of gaining control.

The material component of the spell is the aforementioned "specially prepared writing" (in the form of a scroll). Its special inks will require an expenditure of not less than 1,000 gold pieces per hit die of the creature to be affected by the *dweomer* of the spell.

Truename (Enchantment/Alteration)

Level: 7
Range: *3"*
Duration: *Special*
Area of Effect: *Thing named*

Components: *V, S*
Casting Time: *Special*
Saving Throw: *Neg.*

Explanation/Description: This spell enables the magic-user to have great power over any living thing which has a name, generic or individual, known to the spell caster. Naturally, most *true* names are not known, for the common names of most things are not their true and secret names. The casting of a *truename* spell requires the magic-user to call out the true name of the subject and then begin a recitation of verse which encompasses the nature and/or history of the subject. This will require 3 segments. Thereafter, still in verse (and preferably rhyming or near-rhyming), the caster must describe the desired result of the *truename* spell. Each possible result differs in the length of time necessary to effectuate it:

Multiple Suggestion: The verses can contain from 1 to 4 *suggestion* powers, just as if each were a spell. Each verse requires 1 segment to recite. (See *suggestion* spell.) In a total of 7 segments, 4 suggestions can be made.

Weakness and Surrender: The verses recited cause actual loss of 1 point of strength for each segment of recitation. With the loss of each point of strength, the subject must save versus paralyzation or meekly surrender. Each verse must continue for 1 segment. Strength loss is recovered in from 2-8 rounds after the recitation ceases, and with recovery of strength the subject regains its will to resist.

Polymorph: The verses can cause the subject to change into something else, just as if a *polymorph any object* spell had been cast. No system shock saving throw is needed. The length of time in verses (1 segment per verse) to cause the *polymorph* depends on how radical the change:

mineral to animal = 10 verses
mineral to vegetable = 9 verses
vegetable to animal = 8 verses
monster to normal = 7 verses
monster to monster = 6 verses
other to human = 5 verses
animal to animal = 4 verses
vegetable to vegetable = 3 verses
mineral to mineral = 2 verses

The reverse of the preceding cases also holds. In cases not stated, the DM is to use the closest stated case as a guide. The subject returns to its natural form in time. Duration is 6 turns per level of the spell caster minus 1 turn for every verse required to effect the *polymorph*. The subject will think and behave exactly as a non-polymorphed thing of the same type.

Sending: When the *sending* verses are recited, the subject will be teleported or otherwise transferred to some other place. The number of verses required depends on the location of the *sending*:

area normal/100 mile range = 4 verses
 area normal/500 mile range = 5 verses
 area normal/2,000 mile range = 6 verses
 one plane/world removed = 7 verses
 two planes/worlds removed = 8 verses

The subject will automatically be altered so as to be able to physically survive the normal conditions of the place to which he, she, or it is sent.

If at any time during the recitation of the spell the caster is interrupted, the magic fails and the spell is lost.

Volley (Abjuration)

Level: 7
 Range: *Special*
 Duration: *Special*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 1 segment
 Saving Throw: *Special*

Explanation/Description: This highly dangerous dweomer enables the prospective recipient of a spell to turn the casting to its sender. Thus, the range, duration, area of effect, and saving throw of this spell depend upon circumstances and the spell being *volleyed*. Assume that a *power word kill* is cast at a

magic-user prepared with a volley spell. The *volley* has been cast also, so that when the *power word kill* is aimed at the target, the *volley* causes the spell to bounce back upon its caster. Then, if the caster of the first spell fails to make a saving throw versus spell, the *power word kill* works upon its caster rather than its intended target. However, if the original caster does save versus spell, the spell once again flies toward the original target. The caster of the *volley* spell must then save versus spell, or be affected by the attack. Again, if the caster of the *volley* spell saves, then the spell is returned to its originator, who must again save or be affected. The spell will be sent back and forth until one or the other fails to save, or until the spell loses power. Each exchange will take but two seconds. A spell will lose power if it passes through a number of exchanges equal to its level, counting each *volley*, but not the original casting, as half of a single exchange; i.e., a 1st level spell will be cast, *volleyed* the first time, (perhaps) return *volleyed*, and then will dissipate; a 2nd level spell would go through four volley portions (two complete exchanges) before being exhausted; and so on. The material component is a bit of bent willow or other flexible wood, crisscrossed with specially prepared strands of gut.

EIGHTH LEVEL SPELLS:

Binding (Enchantment-Evocation)

Level: 8
 Range: 1"
 Duration: *Special*
 Area of Effect: 1 creature

Components: V, S, M
 Casting Time: *Special*
 Saving Throw: *Special*

Explanation/Description: A *binding* spell enables the caster to bind a creature from the lower planes. The subject must already be confined by some form of restraining diagram such



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as a magic circle, thaumaturgic triangle, or pentagram. The duration of the spell depends upon the form of the *binding* and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the dweomer, but include: a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of *binding*; and materials such as miniature chains of special metal (iron for demonkind, silver for diabolical creatures, nickel for the minions of Hades, etc.), soporific herbs of the rarest sort, a diamond or corundum gem of great size (1,000 gold piece value per hit die of the subject creature), and a vellum depiction or carved statuette of the subject to be bound.

A saving throw is not applicable as long as the experience level(s) of the caster(s) is (are) at least twice as great as the hit dice of the subject. In a case where the foregoing does not hold, then the subject creature gains a saving throw versus spell, modified by the form of *binding* being attempted and the relative ratio of level(s) of experience of the caster(s) to the subject creature's hit dice. For purposes of determining this number, the level of the principal caster is augmented by one-third of the level of experience of each assistant magic-user of 9th or higher level, and an additional level is gained for each assistant of 4th to 8th level. No more than six other magic-users can assist with a *binding* spell.

The various forms of *binding* are these:

Chaining: The subject is confined by restraints which generate an *antipathy* affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s).

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of chaining and slumber which lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it may not wander by any means until freed. The dweomer remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some non-corporeal form, save for its head or face. The binding is *permanent* until some prescribed act frees the subject.

Minimus Containment: The subject is shrunk to a height of one inch or even less and held within the hedged prison of some gem or similar object.

The saving throw, if applicable, is made at the normal level for the *chaining* form of the spell. *Slumber* allows the subject a +1, *bound slumber* a +2, *hedged prison* a +3, *metamorphosis* a +4, and *minimus containment* a +5 on the save. However, if the subject is initially weakened by magical means such as *dolor* and/or *torment* spells, the saving throw is subject to an adjustment of -1 for the former spell, -2 for the latter spell, and -4 for both in successive combination. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A *binding* spell can be renewed in the case of the first three forms of the dweomer, for the subject does have the opportunity to break the bonds. After one year the subject gains a normal saving throw versus spell. Whenever it is successful, the *binding* spell is broken and the creature is free. (If anything has caused a weakening of the *chaining* or *slumber*, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.)

Demand (Evocation-Enchantment/Charm)

Level: 8
Range: *Special*
Duration: *Special*
Area of Effect: 1 creature

Components: V, S
Casting Time: 1 turn
Saving Throw: *Special*

Explanation/Description: This spell is essentially the same as a *sending* spell (q.v.). *Demand* differs from *sending* in that the

spell caster may phrase his or her message so as to contain a *suggestion* spell (q.v.), and if the subject fails to make its saving throw versus spell, it will do its best to carry out the *suggestion* contained in the message of the *demand*. Of course, if the message is relatively impossible or incongruous according to the circumstances which exist for the subject at the time the *demand comes*, the message is understood but no saving throw is necessary and the *suggestion* is ineffective. The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature — a hair, bit of nail, etc.

Otiluke's Telekinetic Sphere (Evocation-Alteration)

Level: 8
Range: 2"
Duration: 1 round/level
Area of Effect: 1' diameter sphere per level of caster

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: This spell is exactly the same as the 4th level magic-user spell, *Otiluke's Resilient Sphere*, with the addition that the interior of the globe is virtually weightless; i.e., anything contained within it weighs only 1/16th of its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 1"/level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the essential weight is but 1/16th of actual, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. In addition to the material components for the *resilient sphere*, the caster must have a pair of small bar magnets to effectuate this spell.

Sink (Enchantment-Alteration)

Level: 8
Range: 1"/level
Duration: *Special*
Area of Effect: 1 creature or 1 object of 1 cubic"/level

Components: V, S
Casting Time: 8 segments
Saving Throw: *Special*

Explanation/Description: When the magic-user casts a *sink* spell, he or she must chant the spell for 4 segments without interruption. At that juncture, the subject creature or object will become rooted to the spot unless a saving throw versus magic (with respect to a creature) or a saving throw versus *disintegration* (for an object with magical properties) is successful. (Note: "Magical properties" include those of magic items as listed in the *Dungeon Masters Guide*, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a non-magical nature are not entitled to a saving throw. The subject will also become of the same density as the surface upon which it stands at this juncture if its saving throw was not successful.

The spell caster now has the option of ceasing his or her spell and leaving the subject as it is, in which case the spell will lose its dweomer in 4 turns, and the subject will return to normal. If the magic-user proceeds with the spell, the subject will begin to slowly sink into the ground. On the 5th segment the subject will sink to one-quarter of its height, on the 6th another quarter, on the 7th another, and on the 8th segment it will be totally sunken into the ground.

This virtual entombment will place a living subject into a state which duplicates *stasis* but does not otherwise harm the subject. Non-living or living, the subject will exist in undamaged form in the surface into which it was sunk, its upper extremity as

far beneath the surface as the subject has height; i.e., a 6' high subject will be 6' beneath the surface, while a 60' high subject will have its uppermost portion 60' below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject will return to normal — although it will not then rise up. Such spells as *dig* and *transmute rock to mud* will not harm the subject of a *sink* spell and will be helpful in recovering it in many cases. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it will reveal a faint dweomer of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the *detect magic*, the dweomer will be noted as magic of an enchantment-alteration nature.

NINTH LEVEL SPELLS:

Crystalbrittle (Alteration)

Level: 9
Range: Touch
Duration: Permanent
Area of Effect: 2 cubic ft./level

Components: V, S
Casting Time: 9 segments
Saving Throw: Special

Explanation/Description: The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of a *wish* spell; i.e., *dispel magic* will not reverse the spell.

The caster must physically touch the target item — equal to a hit in combat if the item is being worn or wielded, or is a monster. Any single metal item can be affected by the spell. Thus, a suit of armor being worn by the subject can be changed to crystal, but the subject's shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save; +5 magic armor a 25% chance to be unaffected; an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). Artifacts and relics of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

(Editor's note: The description of this spell was originally published in issue #42 of DRAGON™ Magazine.)

Energy Drain (Evocation)

Level: 9
Range: Touch
Duration: Permanent
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By casting this spell, the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (as if struck by a spectre). A monster loses

two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is then cast forth, and upon touching the victim the magic-user speaks the triggering word, causing the dweomer to take effect instantly. There is always a 5% (1 in 20) chance that the caster will also be affected by the *energy drain* and lose one energy level at the same time the victim is drained of two. Humans or humanoids brought to a zero energy level by this spell become *juju zombies*.

(Editor's note: The description of this spell was originally published in issue #42 of DRAGON™ Magazine.)

Mordenkainen's Disjunction (Alteration-Enchantment)

Level: 9
Range: 0
Duration: Permanent
Area of Effect: 3" radius

Components: V
Casting Time: 9 segments
Saving Throw: Special

Explanation/Description: When this spell is cast, all magic and/or magic items within the radius of the spell, except those on the person of or being touched by the spell caster, are *disjoined*. That is, spells being cast are separated into their individual components (and so are spoiled), types of magic are separated (usually spoiling the effect as does a *dispel magic*), and *permanent* and magicked items must likewise save (versus spell if actually cast on a creature, or versus a *dispel magic* otherwise) or be turned into normal items.

Even artifacts and relics are subject to *Mordenkainen's Disjunction*, although there is only a 1% chance per level of the spell caster of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods *et al*, miscellaneous magic items, artifacts and relics, arms and armor, swords, and miscellaneous weapons within 3" of the spell caster can possibly lose all their magical properties when *Mordenkainen's Disjunction* is cast.

Succor (Alteration-Enchantment) Reversible

Level: 9
Range: Touch
Duration: Special
Area of Effect: 1 individual

Components: V, S, M
Casting Time: 1 to 4 days
Saving Throw: None

Explanation/Description: This spell is essentially the same as the 7th level cleric spell of the same name. (Editor's note: New cleric spells, of which this is one, have not yet been published in DRAGON™ Magazine.) The *succor* cast by the magic-user *teleports without error* the individual breaking the object and speaking the command word. If the reverse is used, the archmage is likewise brought to the presence of the individual. Intervening planes have only a 1% chance each, cumulative, of causing irrevocable loss of the individual or spell caster involved in the *succor*.

The material component used must be gem material of not less than 5,000 gold piece value; whether it is a faceted gem or not is immaterial.

Coming next month from the Sorcerer: the Thief-Acrobat "split class"

by
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FIRST CLASS



Gaming by mail can be nice — if you're willing to pay the price

Do you have trouble getting lots of players together at once for a long, multi-player game? Or are you looking for a new way to enjoy gaming — a way unlike any other? Play-by-mail games may be just what you've been looking for. These games offer a new and challenging experience to those who like to sink their teeth into a good contest.

First the good news. . .

As with most things in this world, there are both advantages and disadvantages to getting involved in multi-player play-by-mail games. Because the advantages are more numerous and more important, they're given first:

7. You don't need to find opponents before you can play.

Persuading or coercing people to play in multi-player games can be disastrous. Even moreso than in a "regular" game, people who don't *really* want to play in a PBM game will generally not have a good time and will not be competitive opponents.

In PBM games, you send in an entry fee and then receive the game rules within a few weeks. Usually there is a delay of several weeks before the start of an entirely new game, or a new session of an existing game. This delay allows time for the game to attract a roster of players. Some PBM games (generally the giant, ongoing ones such as *Tribes of Crane*) have no player limit, so you can start right away.

2. All of your opponents are serious players.

It stands to reason that anyone who becomes involved in a PBM game is a serious player. Your opponents all receive the same rules you do, and they also are paying good money to play. You can be sure that some players in your game are veterans, with great knowledge of the intricacies of the game. These

players are the ones to ally with: Knowledge is power!

3. The GM conducts the game; all you have to do is play.

The Gamemaster, or GM, is the referee. A good GM will be fair and impartial. He or she should be very interested in the rules that you have difficulty playing or understanding, and should be very interested in your comments about the game. Don't hesitate to ask questions.

4. You can play whenever you have time.

If you have a busy schedule, study the game and plan your strategy whenever you wish. Some games require a return move by a specified date; other games have no time requirement. This freedom to take your time, in those games that offer it, gives you a better, longer opportunity to plan your moves. You can move your pieces about on the board (if there is a board) without your opponents seeing what you're trying to accomplish.

5. You can make new friends.

I have met several PBM gamers who are now my good friends. Occasionally you'll find an opponent who lives nearby. The closer an opponent lives to you, the less expensive it is to call him or her by phone. This sort of closer contact makes that opponent a better prospective ally. PBM gamers often play in several games at once, "meeting" people with a wide range of interests.

6. You can be ruthless and not lose a friend because of it.

We all know people who won't play *Risk* or *Kingmaker* or *Diplomacy*, because they always get wiped out. Well, in PBM games you can have the time of your life wiping out strangers! And believe me, they'll try to do the same to you! Some games, like *Diplomacy*, actually are enhanced if played by mail, so that players have plenty of time for planning and strategy between moves.

7. You can choose your game and your style of play.

You can play whatever you like, as often as you like. Sometimes you can even choose games that offer several different response times. For example, you can play *Heroic Fantasy* with turns due once a week, twice a week, once a month, or twice a month. I know one fellow who has played ten games of *Starweb* concurrently!

8. You can earn recognition for outstanding performance.

Flying Buffalo, Inc., some *Diplomacy* associations, and other PBM groups publish top players' names and ratings on a regular basis. It is very rewarding to see your name in print after playing (and perhaps winning) an exciting game.

9. You can write articles, getting involved in ways other than being a player.

Dozens of "fanzines" are published by GMs of PBM games. These small magazines include strategy articles, cartoons, fiction, replays of great contests played by top gamers, and other material. The *Diplomacy* fanzines are probably the most numerous.

And now the bad news

Play-by-mail games have a number of aspects that might be considered disadvantages, but there's a silver lining inside many of these negative aspects:

1. Your opponents are not present.

No, you can't watch your opponent's face as you destroy his or her well-laid plans. You cannot watch your ally grovel as you consider the merits of cancelling your alliance. But they can't do these things to you, either!

2. You must communicate, if at all, by letter or telephone.

If you wish to negotiate or coordinate your moves with an opponent or ally, you must call or write (when there is time). You can contact other players

through the GM by sending messages on index cards with your turn — but these messages won't reach the other players until after the current move is completed. Knowledge is power — but obtaining knowledge from phone calls can be expensive.

3. PBM games cost a lot to play.

You should figure on spending from \$2.50 to \$10, plus postage, per turn. This cost varies with the game and how complex your turn instructions are. Some of the ongoing campaign games (such as *Tribes of Crane*) never end. Watch out for hidden costs: In one game, if an opponent attacks you, you are sent a battle result and charged for it!

And do not underestimate the compulsion you will feel to make long-distance telephone calls! It's just too easy. My phone bills have gone up by as much as \$50 a month when I was playing several games concurrently.

4. Many games have incomplete rules.

Many of the exploration/adventure PBM game rules tell you only what you need to know to make your first move. The negative aspect of this approach is that you have to ask lots of questions and try different things every turn. The positive side is that you are forced to discover these things on your own. When you do discover something, the GM will send you an information sheet on the area you've explored. However, if you aren't clever enough to ask about these things and you never hear about them from other players, then you'll never know what you were missing.

Rules for some of the more complex computer-moderated games do not explain the exact sequence of events that can occur. Often you'll try to do something and then find out you can't perform that action in conjunction with some other action on the same turn, and so you may misplay a turn. This can be frustrating. But if you ask questions ahead of time, you can avoid some of these problems. I have been told that the reason rules such as these are a bit vague is to prevent the programs from being easily copied.

Occasionally, I will join a new game which has not been thoroughly playtested. Maybe there are bugs in the program, problems with game play, or perhaps the end game has not been worked out. Your best bet is to start by selecting a game that has a proven track record.

5. You must wait to find out the results of your turn.

Some GMs are better than others on turnaround time. If everyone's moves are judged on the same day, then the mail service is the only variable that will affect when you get your results. The closer you live to the GM, the more time you will have to deliberate between turns because of the reduced time needed for mailing. I have known of players who got four moves per month to my two moves

because they lived in the same state as the GM. If this strikes you as unfair . . . well, you've been warned. You might try to ally with an opponent who can get turns in more often than you can, instead of trying to fight him.

Some games offer different turn deadlines (once a week, twice a month, etc.). When you receive once-a-week turns in the mail, you have perhaps only a day or so to phone your allies and then phone in your move. When you get twice-a-month turns by mail, you have a few extra days for communicating and negotiating before you must mail back your move. Once-a-month turns allow lots of time for planning and negotiating, but games played at this pace can last for years!

6. Watch out for dropouts.

Almost any PBM game will have dropouts: players who have lost interest in the game, or are losing in the play of the game (or both), or who have run out of money. A dropout is usually replaced within a few turns by a standby player — someone who will accept an abandoned position. If you sense that a player has dropped out, you might attack before a standby player takes over the position.

7. You can't win a no-win game — but no one else can, either.

Many PBM games are no-win propositions; they just go on forever. You generally start these kinds of games with minimal resources and little information about the rules. You wander about, trying to discover things and become more powerful. These games can be interesting and a lot of fun — but someday you may lose interest and drop out. To get the most out of a no-win game, you must communicate with other players as soon as possible after enrolling to get facts about the "secrets" of the game.

Players can enter a no-win game at any time. There are no turn deadlines, so you can move as often as you like. Be advised that you could be wiped out very quickly by an attack from a player with several years of experience. (This has only happened to me once.) All you can do when this happens is start over, or find a new game to play.

8. You're at the mercy of the system.

The quality of your PBM gaming experience is largely dependent on the game system established by the GM. Such factors as turn deadlines, fees, incomplete or unclear rules, and GM intervention can seriously affect your situation. If you can't get your turns in on time through the mail, then you'll have to phone them in (more \$\$\$) or drop out. If the rules are unclear to you, ask questions. Many GMs will distribute errata sheets, question-and-answer sheets, or new editions of their rules to those who request them.

Gamemaster intervention is a rare problem, but very serious when it occurs. I have been in a game where the GM delayed a turn for three additional

weeks just to accommodate one player! I have also witnessed a GM trying to balance a game by giving additional forces to a group of weaker players. I happened to be on the weaker side, but I still thought it was unfair. I saw it as an attempt to prolong the game, keeping more players active for a longer time, and thereby collecting more turn fees.

How to get started

If an ad for a PBM game interests you, send the company just enough money to pay for the rulebook. Tell the GM in a letter that you want to read the rules first before deciding whether or not to play. Tell him not to sign you up for a game until you write back. Also ask for a copy of a sample turn results sheet. If you decide to join the game, send the GM a check for at least \$25. Don't send small payments all the time, or you will eventually miss a turn because you had no money in your account. After you start playing, ask lots of yes-and-no questions to make sure you understand the game. Contact other players as soon as you hear about them. Defend what belongs to you, but don't attack an opponent until you talk to him or her. The opponent may have a lot of valuable information, might become your ally — and perhaps your personal friend.

Companies to contact

This is not intended to be an exhaustive list of PBM companies. It includes many of the larger, more popular games, as well as all games that have been advertised in *DRAGON™* Magazine in the past six issues.

Flying Buffalo Inc., P.O. Box 1467,
Scottsdale AZ 85252-1467

Games: *Starweb*, *Heroic Fantasy*,
Battle Plan, *Nuclear Destruction*, and
many others.

Schubel & Son, P.O. Box 214848,
Sacramento CA 95821

Games: *Tribes of Crane*, *Catacombs*
of Chaos, *Star Master*, *Star Venture*,
and many others.

Games Systems Inc., P.O. Box 430587,
Miami FL 33143

Game: *Earthwood*.

Entertainment Concepts, Inc. (ECI),
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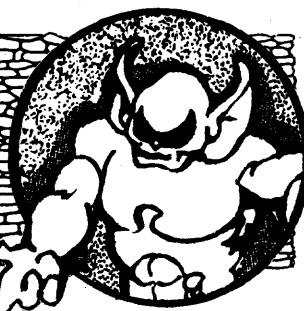
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The Deities & Demigods of the WORLD OF GREYHAWK

by E. Gary Gygax

CELESTIAN

(The Far Wanderer)

Stars, Space, Wandering

Lesser god

ARMOR CLASS: -5

MOVE: 18"

HIT POINTS: 242

NO. OF ATTACKS: 3

DAMAGE/ATTACK: *By weapon type +6*
(*strength bonus*)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 90%

SIZE: M

ALIGNMENT: *Neutral good*

WORSHIPPERS' ALIGNMENT: *Good*

SYMBOL: *Black circle with seven stars*

PLANE: *Astral*

CLERIC/DRUID: *4th level cleric*

FIGHTER: *15th level ranger*

MAGIC-USER/ILLUSIONIST: *14th level*
magic-user

THIEF/ASSASSIN: */Nil/nil*

MONK/BARD: *Nil/nil*

PSIONIC ABILITY: *II*

Attack/Defense Modes: *All/all*

S: 18/00 **I:** 20 **W:** 18

D: 20 **C:** 20 **CH:** 19

It is said that Celestian and Fharlanghn (q.v.) are brothers who followed similar but different paths. While the latter chose the distances of the world, Celestian was drawn to the endless reaches of the stars and the Astral Plane.

The Far Wanderer appears as a tall, lean man of middle years. His skin is of ebony hue and smooth. His eyes are of the same color as his skin. He is quick and absolutely silent in his movement. He speaks but seldom. His garments are of deep black, but somewhere he will always wear his symbol: seven "stars" (diamond, amethyst, sapphire, emerald,

topaz, jacinth, ruby) blazing with the colors of far suns.

Celestian has no personal weapon which is always with him. He will typically carry one or more of the following:

a +3 *long bow* with 20 +3 *arrows*

a +4 *spear* which appears to be but 5' in length but darts out to 10' length

a +5 *short sword*

a +3 *battle axe* that can be hurled 40'

a +6 *dagger* of unbreakable metal

Often he will go unarmed, for Celestian has, in addition to magic spells usual to a 14th level wizard, the following singular powers:

Aurora Borealis: A spell-like power which causes a sheet of dancing, shifting light to encircle Celestian, or as many creatures as will fit within its 1' to 7' radius. The *aurora borealis* can be cast up to 7" distance. It lasts for 7 full turns (or until Celestian chooses to dispel it). The 7' high sheet of fiery light will cause 3-24 points of damage to any creature touching it — except its caster, who is immune to its force.

Comet: This power brings a flaming missile which will strike one individual target, up to 7" distant from Celestian, igniting all combustible substances on the subject and inflicting 5-30 points of damage from flaming, poisonous gases.

Heat Lightning: A bolt of lightning is called down instantly by this power. It will strike an individual target up to 7" distant from Celestian, causing all non-magical metal to fuse and inflicting 5-50 points of damage.

Meteors: By use of this power, Celestian causes 2-5 (1d4+1) stone spheres of about one-half foot diameter to shoot from his hand up to a distance of 7". From 2-5 targets will be struck (at Celestian's option) for 5-8 points of damage per meteor.

Space Chill: A spell-like power which enables Celestian to bring a wave of



cold, 4" wide, rolling from him out to a maximum distance of 7". Its cold and vacuum kills all vegetation in the affected area. Other living things will take 2-8 points of damage from the vacuum condition and 2-8 additional points of damage from the chill, if applicable.

Star Shine: When this is cast, a blazing white sheet of light issues from Celestian's eyes, enveloping up to 4 creatures as far away as 7". This sheen blinds the subjects for up to 1 turn. (See power word, *blind* for the process usable to cure the blindness prior to expiration of the effect.)

Thunder: This power causes a great, rolling thunderclap to sound directly over Celestian's head. All creatures, save the deity himself, within a 3" radius are stunned for 1 round and deafened for 2-5 rounds, *no saving throw*. Those at a distance of from 3" to 7" will be deafened only (saving throw applicable).

All of these powers take but 1 segment to employ. Each is usable once per day. Celestian must be under the open sky to use any of these powers, however. Magic resistance checks are applicable. Saving throws versus magic also apply (except for the *thunder* power, as noted), but they are made at -3.

In addition to his seven special powers, and magic spells applicable to a 14th level magic-user, Celestian can employ any magic spell of movement/travel on an unlimited basis. These spells include: *dimension door*, *levitate*, *feather fall*, *spider climb*, *fly*, *teleport*, and *jump*.

Celestian can travel astrally. He can gate in 2-5 astral devas (*q.v.*) under the starry sky, otherwise only 1-3. He has all the powers typical of a lesser god.

Celestian's habits and disposition usually keep him from close association and involvement with other gods. He has but a small following amongst mankind. Those who involve themselves with the cosmos or the sky — scholars, astronomers, astrologers, dreamers, navigators — make up the bulk of the Celestian faithful. His priests wander the land, emulating their deity whenever possible by traveling the reaches of space.

There are seven orders of the priesthood of Celestian. These orders are differentiated in four ways, as given below. The experience level range applicable to a certain order is given first, followed by the color of robe worn by members of that order, the main gem in the symbol for that order (the one in the center of the symbol, surrounded by the six others), and the *special spell* which is gained by a cleric upon attaining membership in that order.

1st Order: Cleric of levels 1-2 who wear light blue robes, have a ruby as the main gem in the symbol, and have *feather fall* as a special spell.

2nd Order: Levels 3-4, light gray robes, jacinth, *jump*.

3rd Order: Levels 5-6, violet robes, topaz, *levitate*.

4th Order: Levels 7-8, blue-gray robes, emerald, *spider climb*.

5th Order: Levels 9-10, dark blue robes, sapphire, *fly*.

6th Order: Levels 11-15, deep purple robes, amethyst, *dimension door*.

7th Order: Levels 16 and up, black robes, diamond, *teleport*.

Each special spell is gained immediately upon entering a different order, is in addition to all other normal cleric spells, and cannot be used more than once per day. Thus, a priest of the 1st Order has one special spell, one of the 7th Order has seven different special spells.

Service and worship are always conducted in the open, during the night, preferably when the sky is clear and many stars are visible.



FHARLANGHN

(Dweller on the Horizon)

Horizons, Distances, Roads, Travel

Lesser god

ARMOR CLASS: -6

MOVE: Any

HIT POINTS: 262

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 5-20+2

(*strength bonus*)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80%

SIZE: M

ALIGNMENT: *Neutral*

WORSHIPPERS' ALIGNMENT: *Any (neutral preferred)*

SYMBOL: *Disc with a curved line across it (the horizon)*

PLANE: *Oerth (Prime Material Plane)*

CLERIC/DRUID: *9th level cleric/*

9th level druid

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *9th level magic-user/9th level illusionist*

THIEF/ASSASSIN: *20th level thief*

MONK/BARD: *Nil*

PSIONIC ABILITY: *I*

Attack/Defense Modes: *All/all*

S:18 I:18 W:20

D: 20 C: 20 CH: 19

As Celestian (*q.v.*) wanders the star-roads, his elder brother Fharlanghn roams the four corners of the world. He is, in fact, regarded as the god of travel and distance. Fharlanghn sometimes enters the Elemental Plane of Earth, but he seldom enters the Plane of Air and shuns those of Fire and Water. He can travel to any Inner Plane, however.

Fharlanghn, Dweller on the Horizon, appears to be a middle-sized man, with brown, leathery skin, creased by many wrinkles. His bright green eyes belie his seeming age. Fharlanghn's movements seem slow and measured, but he actually moves quickly — especially with regard to actual travel. He always moves as if he wore *boots of striding and springing*.

Fharlanghn will converse readily, although he is not loquacious. He favors clothing of plain stuff such as leather and unbleached linen. His symbol is a wooden disc, with a curving line representing the horizon across its upper part. It is said that the deity himself wears such a symbol, known as the *Oerth Disc*. This symbol is made of many sorts of wood, inlaid with jade and turquoise, with a bright golden sun set into it.

The *Oerth Disc* will depict any area of the surface of the world. Fharlanghn simply looks upon the *Disc*, concen-

trates, and the miniature image of the land desired appears in a 1/12,000 reproduction. It is then possible to teleport (without error) to any locale so pictured. The *Oerth Disc* will also shoot forth a burning, golden ray of varying intensity:

1. A beam of pale yellow light up to 660' long. This ray is equal in brightness to *continual light*. The beam has a diameter of 6'.

2. A ray of brilliant golden color up to 66' long. This intense beam is bright enough to cause any creature struck in the eyes to be permanently blinded (save vs. magic applies). The ray's diameter is just under eight inches. Even those who save when struck full in the eyes, as well as creatures within 3' of its shaft, will be dazzled from the brilliance and unable to see for 1-10 segments.

3. A coruscating rod of burning, fiery golden light up to 16½' long lances forth to slice through virtually anything. The ray will cut through 6 inches of stone or half an inch of steel in one blast. Creatures struck by this pencil-thin ray suffer 10-60 points of damage (save vs. magic negates all damage). The intense heat of this beam instantly sets aflame combustible objects it touches.

In addition to the spells commensurate to his level of expertise as a magic-user, illusionist, cleric, and druid, Fhar-

langhn also has the following spells available on an unlimited basis: *dig, dimension door, dispel magic, earthquake, find the path, fly, improved invisibility, move earth, pass plant, passwall, polymorph self, pass without trace, plant door, stone tell, stone to flesh, transmute rock to mud, transport via plants, wall of thorns, wind walk*.

He also has the following spells on a limited basis, as indicated: *duo-dimension* (1/day) and *phase door* (2/day).

He can read languages and *read magic*. He has the ability to *detect charm, evil, good, illusion, magic, and snares and pits*. He speaks all the tongues of Oerth and communicates with other creatures telepathically.

Fharlanghn is most attentive to those on roads and paths or in long tunnels. He can strike with his iron-shod staff, inflicting damage unfailingly upon any creature he chooses. He can *curse* an enemy so that any travel which is greater than 1 league distance will take *twice* as long as normal. Fharlanghn's *curse* lasts one month. It is removable only by a cleric of Fharlanghn of 10th level or above, or by some godling or deity able to do so.

If desired, Fharlanghn can *summon* any one of the following types of earth elementals:

Dust Elemental: A 16 hit dice earth elemental doing only 2-12 points of damage per attack but able to form a

choking, blinding cloud of dust which covers an area of 4,000 cubic feet. In the latter form, the elemental does not strike, but it obscures the vision of all within it to a 1-foot range and causes 1-4 points of suffocating damage each round. In the latter state, the elemental can be harmed only by magic, but it can stay in a cloud for only 3 rounds. It can be summoned only in dry, dusty areas such as deserts, prairies, etc.

Earth Elemental: A typical, 16 hit dice elemental.

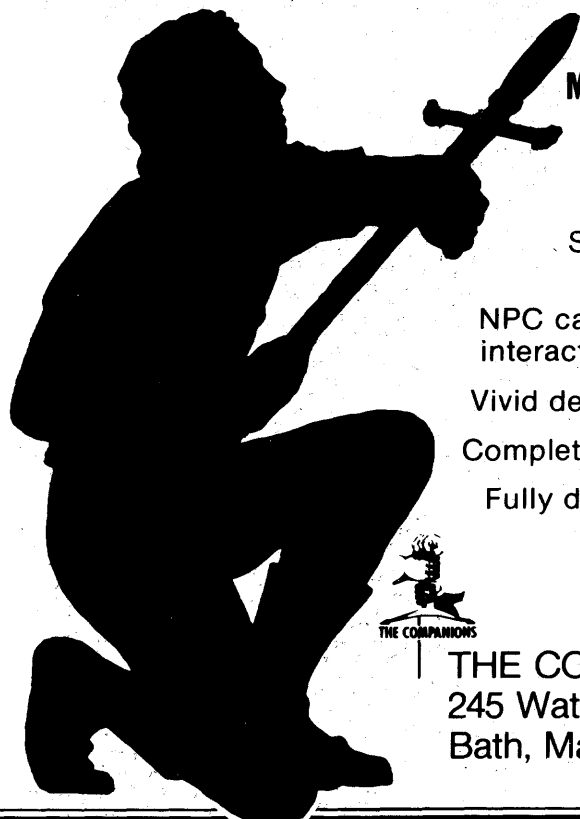
Magma Elemental: A 20 hit dice earth elemental doing 6-36 points of damage per attack. It can be summoned only in underground areas.

Mud Elemental: A 12 hit dice earth elemental doing only 3-18 points of damage per attack, but also able to spread itself over an area of up to 400 square feet and slow creatures to half normal movement in addition to its normal attack. It can be summoned only in wet areas where mud already exists.

Fharlanghn uses all spells and powers at the 18th level of proficiency, even though he is actually 9th level. Special powers take but one segment of time to use, save for the *summoning* of an earth elemental which requires one round. The elemental comes willingly and serves without duress for up to one turn.

Fharlanghn can be hit only by +3 or

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better weapons. He is never surprised on the Prime Material Plane. Spells of earth do not affect him. He regenerates 1 point of damage per round.

The priesthood of Fharlanghn is of two sorts, urban and pastoral. The former wear brown robes and generally are found in small chapels in communities. Urban clerics of Fharlanghn gain the ability of a *passwall* spell at 7th level. Those of the pastoral order wear green robes and minister by traveling the highways and byways, occasionally stopping at wayside shrines to Fharlanghn. Pastoral clerics of Fharlanghn gain the ability of a *pass plant* spell at 5th level.

Worshippers of Fharlanghn are most active in the Central and Southwest regions of the Flanaess. Followers of this deity are typically merchants, adventurers, itinerants, and the like. Services are often conducted outdoors, under the sunny sky.



EHLONNA

(of the Forests)

Forest, Meadows, Animals,
Flowers, Fertility

Lesser goddess

ARMOR CLASS: -6

MOVE: 32"

HIT POINTS: 180

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon type +5
(strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better
weapon to hit

MAGIC RESISTANCE: 75%

SIZE: M

ALIGNMENT: Neutral good

WORSHIPPERS' ALIGNMENT: Neutral
good, any Good, neutral

SYMBOL: Unicorn horn

PLANE: Prime Material

CLERIC/DRUID: 11th level druid

FIGHTER: 12th level ranger

MAGIC-USER/ILLUSIONIST: 10th level
magic-user

THIEF/ASSASSIN: Nil

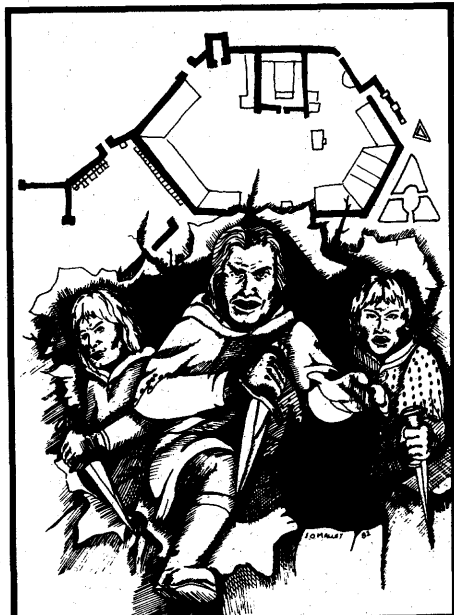
MONK/BARD: Nil

PSIONIC ABILITY: 111

Attack/Defense Modes: All/all

S: 18/99 I: 19 W: 18

D: 21 C:18 CH: 21



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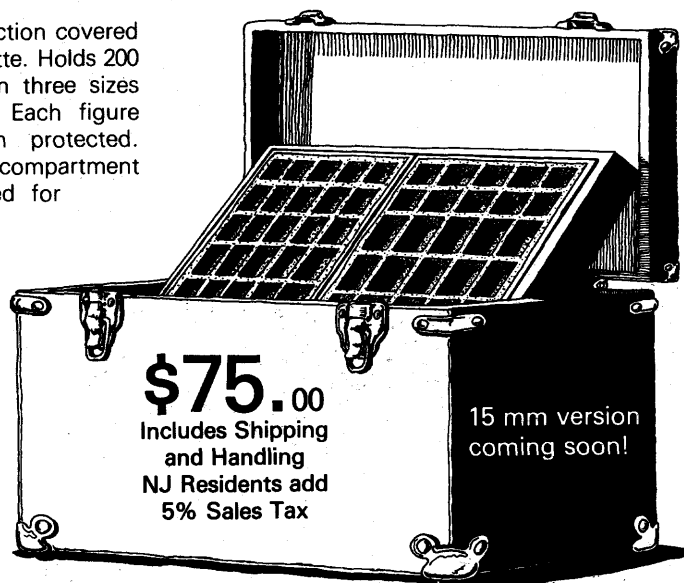


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Ehlonna of the Forests is said to be the patroness of all folk — elven, human or otherwise — who dwell in woodlands and love such surroundings. She is likewise the deity of those who hunt, fish, and otherwise gain their livelihood from the forests. She is thus worshipped by rangers, foresters, trappers, hunters, woodcutters, etc. More females than males serve Ehlonna.

It is possible for Ehlonna to take either of two forms, a human or an elven female. In human form, Ehlonna will have either chestnut or black hair, while in elven form her tresses will be pale golden or coppery gold. Her eyes are either startling blue or violet, and her complexion is most clear and fair. Her garments range from those of a huntsman or ranger to those of an elven princess.

Ehlonna has adamantite bracers which give her protection equal to armor class 0 and in addition bestow a bonus of +2 on all saving throws. She has a long bow which always causes its arrow to strike its target, even at its maximum range of 21". She has *arrows of slaying* for many woodland creatures — bears, stags, etc. Her quiver holds 40 arrows, the balance of which are +3. She has a long sword which is equal to a +6 *defender*, and a +4 *dagger*. Ehlonna fights with both of these blades, often defending with the sword and striking twice with the dagger.

In human form, Ehlonna has special

powers over horses; in elven form, she can command unicorns. Her high-pitched whistle can call either creature from as far away as a league. Either sort of creature will gladly serve as a mount for her.

She has the attributes and powers typical of a lesser deity. Ehlonna is personally served by a planetary.

Brownies, elves, gnomes, and halflings are especially attuned to this deity. If Ehlonna requests service, it is 90% likely that members of such races will aid her in any manner she asks. She often travels among these folk.

Clerics of Ehlonna are able to *track* as if they were rangers, at a level of ability equal to their level of experience; i.e., 1st level cleric equals 1st level ranger ability. At 5th level they gain a spell equal to the *animal friendship* spell of druids. This is in addition to their normal cleric spells, usable once per day, at a level of expertise equal to the cleric's experience level.

The worship of Ehlonna is centered in the area from the Wild Coast to the Ulek fiefs, from the Kron Hills to the sea. Her clerics wear pale green robes. Temples of Ehlonna are always in sylvan settings, although small shrines are occasionally located in villages. Services of worship involve wooden and horn vessels, various herbs, and the playing of pipes and flutes.

PHOLZUS

(of the Blinding Light)

Light, Resolution, Law, Order, Inflexibility, Sun, Moon

Lesser god

ARMOR CLASS: -5

MOVE: 21"

HIT POINTS: 286

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-12 +2
(strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better
weapon to hit

MAGIC RESISTANCE: 85%

SIZE: M

ALIGNMENT: Lawful good (neutral)

WORSHIPPERS' ALIGNMENT: Lawful,
Lawful (evil), Lawful (good)

SYMBOL: The Silvery Sun

PLANE: Arcadia

CLERIC/DRUID: 20th level cleric

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 12th level
illusionist

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S: 18 I:17 W:23

D: 19 C: 23 CH: 20

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It is said the regularity of sunrise and sunset, the cycles of the moon, are as fixed as the resolve of Pholtus to show all creatures the One True Way, a strict path which allows no deviation but gives absolute assurance of rightness. Some followers of the Blinding Light actually claim it is their deity, Pholtus, who ordered the rigid progression of the sun and moon and maintains them in his regimen. Such claims are not regarded as doctrine.

Pholtus appears as a tall and slender man, pale of complexion, with flowing white hair and bright blue eyes from which the fire of devotion to the cause shines forth. He always wears a gown of white, silky material and a cassock trimmed with suns and moons embroidered in gold and silver. In his hand is an ivory staff shod in silver, topped by a disc of electrum that represents the Silvery Sun.

Pholtus' staff, *The Staff of the Silvery Sun*, strikes as a +6 weapon, although it only causes from 3-12 points of damage (plus wielder's strength bonus, if any). Its major powers, however, are in its magic. The staff can shoot forth various forms of lights as if it were a *wand of illumination*. The top, however, can

cause blindness or cure blindness by touch, or shoot forth a pulsing flash of radiation which plays from the infrared, into the visible, and through into the ultraviolet spectrum. This spectrum beam is 8' wide and 80' long. Any creature struck by it must save versus magic or be unable to remove its gaze from the *Staff of the Silvery Sun* and be subject to each and every command uttered by the holder of the device.

It can also release a globe of great brilliance, an expanding sphere of light which begins from the staff and spreads to a 40" diameter. All within the globe (except Pholtus himself) must save versus magic or become permanently blind. Curing this blindness is possible only by means of the staff, a *wish* spell, or by a deity able to *cure blindness* or fulfill another's *wish*. The *spectrum* power of the staff is usable 4 times per day, the *globe* but once per day.

In addition to the usual spells known to a cleric or illusionist of the same level, Pholtus has these spell-like powers:

Dispel darkness: By merely touching any area of magical darkness, Pholtus is able to cause it to instantly dissipate and be unable to return/reform for 8 turns. When this power is

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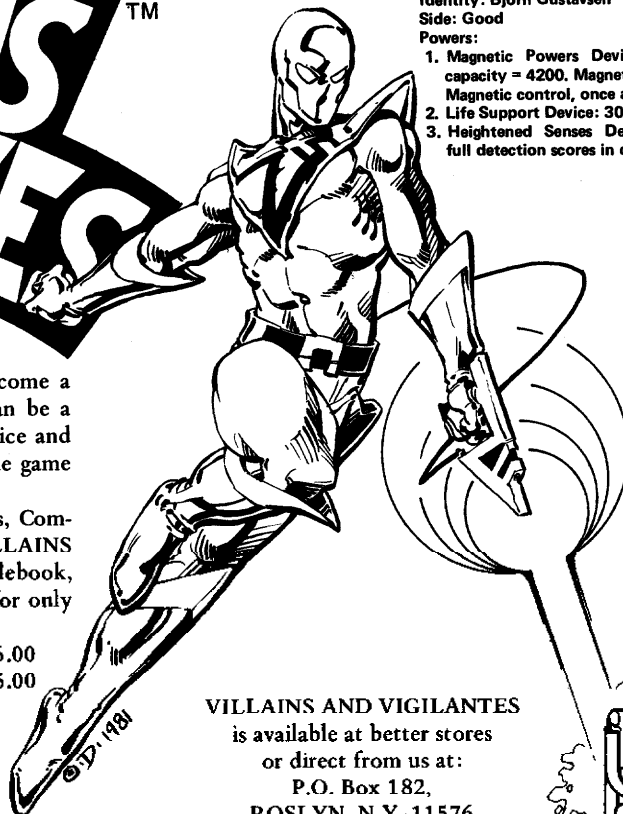
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Side: Good Level: 1

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Agil.: 12
Int.: 14
Char.: 11
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Acc.: +1
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used as a cleric spell (see below), it is necessary to have Pholtus' holy symbol and speak his name when using the power. Duration is 4 rounds, +1 round per level of the cleric.

Glow: By pointing, any creature within an 8" distance from the caster will be caused to glow brightly, shedding radiance equal to *light* in a 10" radius, for 8 rounds, no saving throw. If the caster chooses, the glow can spring forth from his (or her) own body, with effects as follows: if the glow comes from the face, the caster has +2 to charisma for the duration of the glow; if it radiates from the eyes, the glow produces *light* beams 40" long with a 4" base diameter. When used as a cleric spell, Pholtus' holy symbol and a 1 segment prayer to the Blinding Light are required. Casting time is 2 segments, and duration is 1 round/level of the caster.

Reflect: By means of a mystic pass and reference to the Blinding Light, Pholtus can cause his body to reflect

all forms of radiation, thus becoming mirror-bright. Gaze weapons are reflected back upon their users, heat has no effect, and even creatures using infravision or ultravision will be struck sightless for 1-8 segments after looking upon Pholtus, unless they save versus magic. If light conditions are very bright, such as in full sunlight, sightlessness will last 2-16 segments. When used as a cleric spell, *reflect* has a duration of 1 round, requires 3 segments to cast, and requires a holy symbol of Pholtus plus the use of crystal prayer beads.

Pholtus can employ each of these powers four times per day. Pholtus otherwise has all of the abilities and powers typical of a lesser deity.

The Ethereal Plane, the Positive Material Plane, and the Prime Material Plane are open to Pholtus, although the deity typically remains on his own plane (Arcadia). He can *gate* in from 1-4 monadic devas to do his bidding.

Following the inflexible example of

their deity, the clerics of Pholtus continually seek to reveal the Light to unbelievers. They will brook no argument, of course, and resisters will be shown the way of the Blinding Light. There are three ranks of this priesthood:

Glimmering: Clerics of levels 1-4; white vestments, *dispel darkness* (as above) as a special spell.

Gleaming: Clerics of levels 5-8; white and silver vestments, glow (as above) as a special spell.

Shining: Clerics of levels 9 and above; white and gold vestments, *reflect* (as above) as a special spell.

Upon a cleric's attaining a certain rank, the ability to use the special spell is gained, and special spells of lower ranks are retained; i.e., a *shining* cleric can use each of the special spells once per day.

The priesthood of Pholtus is at its most active in urban districts. Consecrated buildings are white. Typical services feature many burning candles and long sermons. The anthem of the worshippers is "*O Blinding Light.*"

STANDARD DIVINE ABILITIES

All deities have the following powers and abilities in common, each usable at will:

<i>Astral & ethereal travel</i>	<i>Geas</i>
<i>Comprehend languages</i>	<i>Infravision & ultravision</i>
<i>Continual darkness</i>	<i>Know alignment</i>
<i>Continual light</i>	<i>Levitate</i>
<i>Cure (blindness, deafness, disease, feeblemind, insanity)</i>	<i>Mirror image</i>
<i>Detect (charm, evil/good, illusion, invisibility, lie, magic, traps)</i>	<i>Polymorph self</i>
	<i>Read languages & magic</i>
	<i>Teleport (no error)</i>
	<i>Tongues</i>

In addition, each group of deities has other particular powers and abilities, as described below. A number in parentheses after a listing indicates the times per day the power can be used; lack of a number means the power is usable as often as the deity desires.

Greater Gods:

<i>Anti-magic shell</i> (2)	<i>Protection from evil/good,</i>
<i>Command</i> , 4 rd. effect (2)	+3, 30' radius
<i>Control environment</i> ¹	<i>Quest</i> (2)
<i>Cure critical wounds</i> (3)	<i>Remove curse</i>
<i>Death spell</i> (2)	<i>Remove fear</i>
<i>Dispel (evil/good, illusion, magic)</i> (8 each)	<i>Regenerate</i>
<i>Fly</i>	<i>Restoration</i> (3)
<i>Gate</i> (3)	<i>Resurrection</i>
<i>Globe of invulnerability</i> (1)	<i>Shape change</i> (3)
<i>Heal</i> (3)	<i>Summon</i> ²
<i>Holy/unholy word</i> (3)	<i>Symbol</i> (3)
<i>Improved invisibility</i>	<i>Time stop</i> (1)
<i>Improved phantasmal force</i>	<i>Trap the soul</i> (2)
<i>Polymorph any object</i> (1)	<i>True seeing</i> (5)
<i>Polymorph others</i> (3)	<i>Vision</i> (1)
	<i>Wish</i> (2)

Lesser Gods:

<i>Anti-magic shell</i> (2)	<i>Polymorph others</i> (2)
<i>Command</i> , 3 rd. effect (1)	<i>Protection from evil/good,</i>
<i>Control temperature</i> , 10' r,	+2, 20' radius
<i>Cure serious wounds</i> (3)	<i>Quest</i> (1)

Death spell (1)
Dispel (evil/good, illusion, magic) (4 each)
Gate (2)
Heal (2)
Holy/unholy word (2)
Improved invisibility
Improved phantasmal force
Minor globe of invulnerability (1)

Demigods:

<i>Anti-magic shell</i> (1)	<i>Phantasmal force</i>
<i>Command</i> , 2 rd. effect (1)	<i>Protection from evil/good,</i>
<i>Cure light wounds</i> (3)	10' radius
<i>Dispel (evil/good, illusion, magic)</i> (2 each)	<i>Raise dead</i> (3)
<i>Finger of death</i>	<i>Remove curse</i> (3)
<i>Gate</i> (1)	<i>Remove fear</i>
<i>Heal</i> (1)	<i>Summon</i> ⁴
<i>Holy/unholy word</i> (1)	<i>Symbol</i> (1)
<i>Invisibility</i>	<i>True seeing</i> (2)
<i>Limited wish</i> (1)	<i>Wall of force</i>

Notes:

¹ — *Control environment* subsumes both *control temperature* and *control weather*. It actually allows the greater god to adjust the surroundings of his or her immediate environment to suit his or her desire, even if the change is radical. The area of control extends from a 12" radius to a 72" radius depending on how radical the change required is.

² — A greater god can *summon* from one to six creatures of the same alignment as the god, and all of the same type, with the total hit dice of the creatures so summoned not to exceed 40.

³ — The *summon* power of a lesser god can bring from one to three creatures of the same alignment as the lesser deity. Each must be of the same sort as the others summoned. No more than 25 total hit dice of creatures can be so called.

⁴ — For demigods, the *summon* power is limited to one or two creatures of not more than 20 total hit dice. Again, creatures must be of the same alignment and (if more than one is summoned) of the same type.

TRITHERON

(The Summoner)

*Individuality, Self-Protection,
Liberty, Retribution*

Lesser god

ARMOR CLASS: -4

MOVE: 24"

HIT POINTS: 163

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +7
(strength bonus)*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *+3 or better
weapon to hit*

MAGIC RESISTANCE: 80%

SIZE: M

ALIGNMENT: *Chaotic good*

WORSHIPPERS' ALIGNMENT: *Chaotic
neutral-Chaotic good*

SYMBOL: *Rune of pursuit*

PLANE: *Gladshiem*

CLERIC/DRUID: *9th level cleric*

FIGHTER: *11th level fighter*

MAGIC-USER ILLUSIONIST: *10th level
illusionist*

THIEF/ASSASSIN: *Nil*

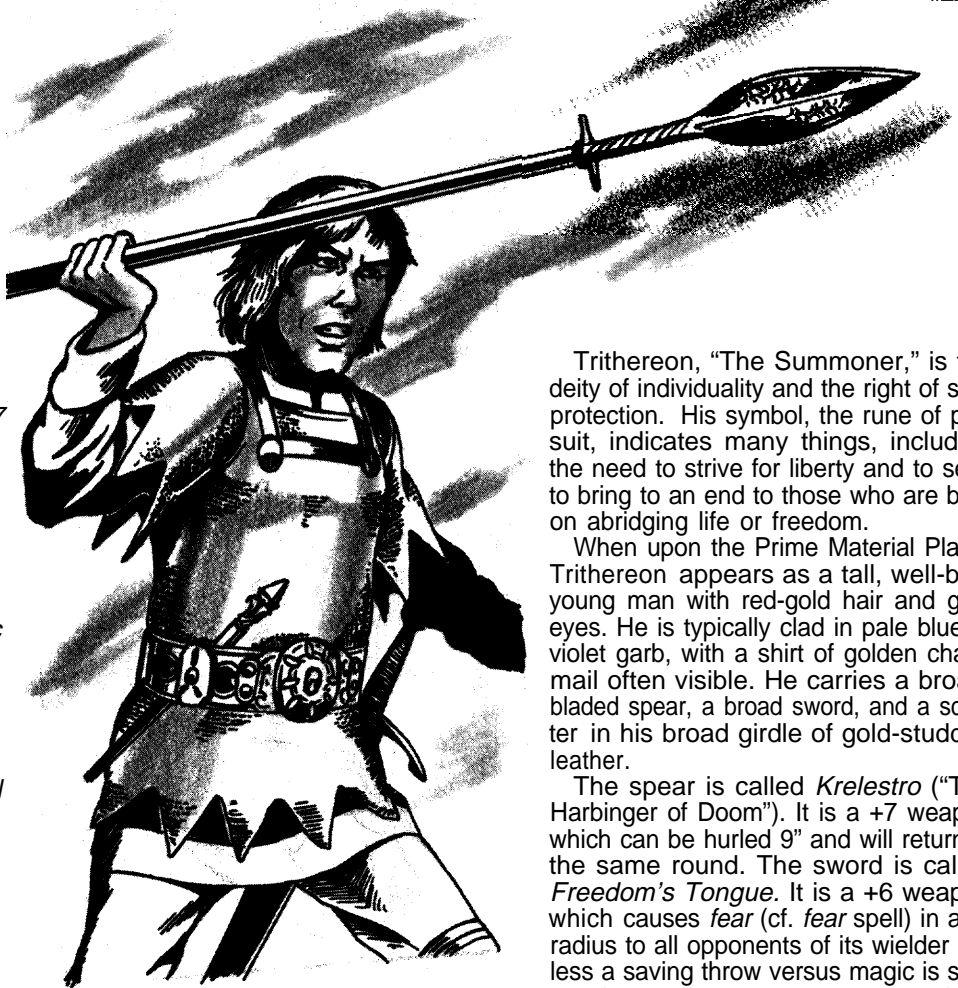
MONK/BARD: *Nil*

PSIONIC ABILITY: *1*

Attack/Defense Modes: *All/all*

S:19 I:19 W:19

D:20 C:19 CH:19



Trithereon, "The Summoner," is the deity of individuality and the right of self-protection. His symbol, the rune of pursuit, indicates many things, including the need to strive for liberty and to seek to bring to an end to those who are bent on abridging life or freedom.

When upon the Prime Material Plane, Trithereon appears as a tall, well-built young man with red-gold hair and gray eyes. He is typically clad in pale blue or violet garb, with a shirt of golden chainmail often visible. He carries a broad-bladed spear, a broad sword, and a scepter in his broad girdle of gold-studded leather.

The spear is called *Krelestro* ("The Harbinger of Doom"). It is a +7 weapon which can be hurled 9" and will return in the same round. The sword is called *Freedom's Tongue*. It is a +6 weapon which causes *fear* (cf. *fear* spell) in a 3" radius to all opponents of its wielder unless a saving throw versus magic is successful. The scepter is the *Baton of Retribution*. It can locate any enemy, no matter where, unless some extra-powerful magical protection against location exists. The scepter also permits its wielder to summon certain creatures as detailed later. Merely possessing the *Baton of Retribution* allows the possessor to travel to any place on any plane of existence not protected by some magic to prevent such entrance.

When held and wielded, the *Baton* will, upon desire, cause the surrounding area to become a strange place, unfamiliar to those opposing the wielder of the device. Thus, it could be a barren desert of purple rock and green skies, a swamp of milk-colored water with red plants, a featureless plain of gray and black whose ground glows as if it were translucent fire and whose heavens are black and opaque. At each such place, Trithereon must be answered one question truthfully, or else the creature in question will be consigned to the strange world for 100 years, barring some means of escape. This transferral and questioning can occur three times with respect to any individual or associated group.

As "The Summoner," Trithereon is able to call up three creatures, one at a time, to pursue and combat those guilty of enslavement, abridgement of liberty, and similar crimes. Summoning requires but a single round. The three creatures are:

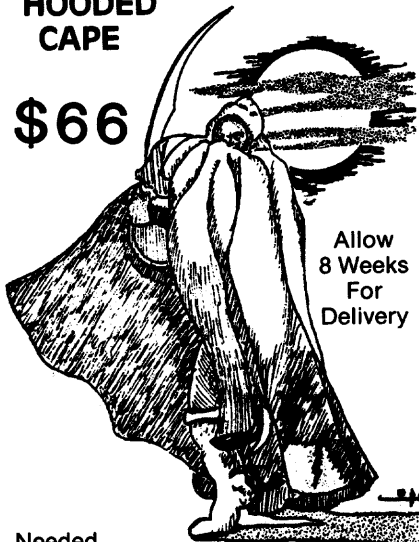
Nemoud the Hound: AC 0; MV 21"; HD 8; HP 64; #AT 1; D 4-16; SA fastens

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bite until destroyed; SD struck only by magic weapons; MR 30%; Int 5; Sz M. Nemoud is an iron-jawed creature that tracks prey as if it were a 20th level ranger. When it attacks successfully, the hound locks its jaws and automatically causes 16 points of damage to its victim each round thereafter. This creature is 80% likely to be undetected. It is never surprised.

Harrus the Falcon: AC 2; MV 3"/30"; HD 9; HP 72; #AT 2 or 1; D 5-8/5-8 or 3-12; SD struck only by magic weapons; MR 40%; Int 6; Sz L. Harrus is a huge bird-like creature with vision better than that of an eagle. It can plummet at twice flying speed, and such attacks add +4 to hit probability and talon damage. After an initial talon attack, the creature uses its beak (1 attack doing 3d4 damage).

Ca'rolk the Sea Lizard: AC 1; MV 3"/27"; HD 10; HP 80; #AT 1 or 1; D 3-30 or 2-16; SA overturns small crafts; SD struck only by magic weapons; MR 20%; Int 4; Sz L. Ca'rolk is a crocodile-like reptile of some 40' in length. Normal attack is by tail smash, although biting is quite dangerous and often done. The creature is able to upset vessels up to its own length 25% of the time it so attempts, 30' vessels 50% of the time, 20' vessels 75% of the time, and 10' or smaller vessels 100% of the time.

Each of these creatures can be summoned by Trithereon once per day. The summoned creature will follow orders to the best of its ability. If slain in the course of doing so, it will take 1 week to reform on its own plane and so cannot be summoned during that period.

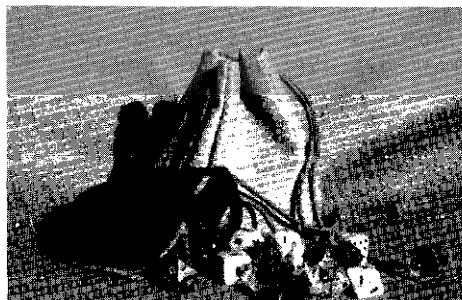
Trithereon is also able to *gate* in one of each type of deva (astral, monadic, and movanic), one per round. This deva-summoning requires one round to effect. It can be performed once per day. He will do so only to combat great evil, of course. He otherwise has powers commensurate with his status as a lesser deity.

Priests of Trithereon wear dark blue or purple robes, silver or gold trimmed. During special ceremonies they wear cassocks of golden red emblazoned with the rune of pursuit. Each has tracking ability as a ranger of one level below his or her cleric level, to a maximum of 8th level tracking ability (for a 9th or higher level cleric). Those of 4th and higher level are permitted the use of spears, and at 8th and higher level clerics of Trithereon can employ broad swords.

The followers of this deity are common in large towns and cities and in certain states in the Flanaess, notably the Yeomanry and the Shield Lands. Typical services feature ceremonial flames, bells, and iron vessels and symbols of various types.

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THRILLS AND CHILLS

(From page 22)

within the bard class. The DM might consider including shamans, witch doctors, and witches as (rare) character classes.

Language also presents a problem. There is no "common" tongue. Nor do demi-humans speak other than their own languages. Cavemen and humans speak different tongues. What language a speaking dragon talks is a matter for the DM to decide. It would depend on what humanoids the dragon has associated with, I suppose.

The arms race, or lack thereof

The level of Pleistocene weapons technology is very low. The only "armor" available is the equivalent of leather or padded armor (hides and furs). Shields are rare, since there is no military science. You don't use shields in hunting, so unless you encounter a warlike race that uses shields, you would have no knowledge of shields. Thus, the best non-magical armor class which can be achieved is AC 3 (leather + shield, on a character with 18 dexterity). The tables on missile fire cover and concealment adjustments (p. 64, *Dungeon Masters Guide*) would play a large part in the hide-and-seek style of warfare dictated by Ice Age technology.

The sling comes into its own in the Ice Age, since bows have not been invented. The table below illustrates the extent of Pleistocene weapons technology.

	Dmg. vs S/M	Dmg. vs L	Fire rate	Range		
				S	M	L
Stone knife	1-4	1-3	1	—	—	—
Stone axe	1-6	1-4	1	—	—	—
Stone-head hammer	2-5	1-4	1	1	2	3
Spear ³	1-6	1-8	1	1	2	3
Bola (trip) ²	1-3	1-2	1	2	4	6
Sling (stones only)	1-4	1-4	1	4	8	16
Staff	1-6	1-6	—	—	—	—
Club	1-6	1-3	1	1	2	3
Javelin ³	1-6	1-6	1	2	4	6
Dart (blowgun)	1-3	1-2	3	1½	3	4½
Net (entangle)	—	—	1	½	1	1½
Fist (see weaponless combat tables)	—	—	—	—	—	—
Flaming oil ⁴	4	4	1	1	2	3

¹ — Not balanced for throwing.

² — Saving throw vs. trip allowed; monsters of more than 9 h.d. are not trippable.

³ — Double damage when set vs. charge.

⁴ — Splash does 1-3, direct hit 2-12 vs. any size creature.

Religion, magic, and "modern" life

Magic and religion undergo some radical changes in the Pleistocene. Magic items are very, very rare. There are no scrolls, because there is no written language. Magic-users and illusionists employ carved sticks and sacred rocks as mnemonic aids to relearn their spells. The basic form of a magic item is the potion, of which there are many in this herbalist's paradise.

Disease and injury are not just mere nuisances; where curative spells are rare (it takes a 5th level cleric to *cure disease*), such things need to be paid attention to. The DM must be scrupulous in making disease checks (p. 13, *DMG*).

The highly developed religions described in the *DEITIES & DEMIGODS™* Cyclopedia are not much in evidence. Most humans, at least, will be into totemism. Under this system, each person has a totem (guardian spirit). An encounter with a wolf is thus a "divine," or at least uncanny, encounter for someone with a wolf totem.

Lucky and unlucky days play a significant role in the clan's life. The best days for hunting and ceremonies must be chosen. Roll d10 (or have the clan's priest roll, if he/she is a PC): 1-3 = unlucky day; 4-7 = nothing special; 8-0 = lucky day. An *augury* spell might be used for this purpose. On an unlucky day, the clan (or the person for whom it is unlucky) would have a -1 penalty on all dice rolls, while their opponents would have a +1 penalty on all rolls. This situation is reversed on a lucky day.

Generally, the following divinities and pseudo-divinities from the *DDG* book would "fit in" with the Ice Age milieu: *Raven, Heng, Hotoru, Shakak* (very important), *Thunder Bird, Yanau-luha, Tobadzistsini, Loviatar, Thrym, Surtur, Prometheus, Norms*, and the *Non-human deities*. And so would the *Hound of Ill Omen* and the *Elemental Princes of Evil* from the *FIEND FOLIO™* Tome.

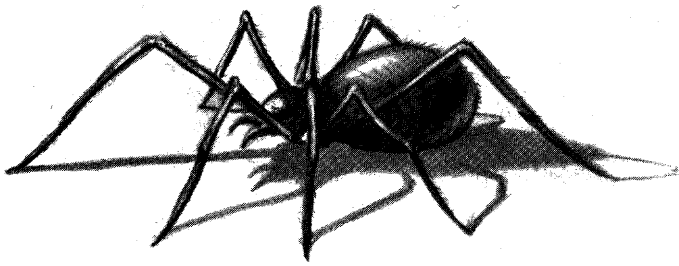
Druidism would be much more primitive and nature-oriented than as presented in the *DDG* book. The American Indian mythos drawn upon above seems the most congenial to Pleistocene religion, but other congenial types have been added. Note that undead and spirit (astral) world encounters would be very significant in the religious life of the period; not that they should be common, but they would have a telling effect. Dryads and the like would be considered supernatural beings by many races (and so might even elves and gnolls, come to think of it). Remember the paranoia of the time. Everything but one's own clan or tribe is to be feared and viewed as probably hostile.

Your adventure is now almost ready; only a few more details to consider, like terrain, encounters, weather and seasons. To make matters simpler, I have simplified the terrain categories in the following Pleistocene encounter tables. "Ruins" do not exist in this era; there has been nothing built to be ruined. Keep in mind the glaciation (and vulcanism?) of the time. This will affect your campaign area.

I have not been picky on the encounter sub-tables. One is more likely to encounter a badger than a displacer beast any day, now or then, but I didn't want to be rolling dice forever in setting up an encounter. After the encounter table gives you the sub-table to look at, you may roll to see what is encountered, and then feel free to roll again if you feel what comes up doesn't make sense. Also, do adjust the numbers. A herd of game will be much larger in the Pleistocene than a herd of game would be now. And anthropoids would be very few: no "30-300 orcs" nonsense. No anthropoid encounter should be more than 2d12 adults, plus a few children (2d4?). And half of those adults will be females. Probably no more than 40% of all adults would be hunter-fighter types.

PLEISTOCENE ENCOUNTER TABLE

Subtable					river, lake, marsh		under- ground	Aerial Encounter Subtable (d12)	
	plain	forest	hills	mts.	sea				
Aerial	01-15	01-05	01-20	01-30	01-02	01-05	—	1 = Bat, giant (FF)	
Anthropoid	16-19	06-12	21-40	31-55	03-20	06-15	01-20	2 = Blood Hawk (FF)	
Dungeon/Cavern	—	—	—	—	—	—	21-55	3 = Eagle, giant	
Fresh Water/Swamp	—	13-20	—	—	21-50	—	56-65	4 = Dragon/Pseudo-dragon	
Game	20-59	21-35	41-55	56-65	51-60	16-20	66-70	5 = Ki-rin	
Insectoid	60-67	36-50	56-60	—	61-70	—	71-80	6 = Griffon	
Predator	68-92	51-80	61-85	66-80	71-80	21-30	81-85	7 = Hippogriff	
Reptile	93-97	81-95	86-93	81-00	81-90	31-35	86-95	8 = Owl, giant	
Salt Water/Seashore	—	—	—	—	—	36-00	—	9 = Pegasus	
Vermín	98-00	96-00	94-00	—	91-00	—	96-00	10 = Roc	
								11 = Wasp giant/Hornet giant (FF)	
								12 = Wind Walker	



Anthropoid Encounter Subtable (d20)

1-7: Human (roll d6)

- | | |
|---------------------|--|
| 1 = Berserkers | 4 = Frost Man (FF) |
| 2 = Cavemen | 5 = Nomads |
| 3 = Character party | 6 = 10% chance divine encounter (see text) |

8-10: Demi-human (roll d6)

- | | |
|----------------|-------------------------|
| 1 = Dwarf | 5 = Halfling (roll d6: |
| 2 = Elf (wood) | 1-3 = <i>Hairfeet</i> ; |
| 3 = Gnome | 4-5 = <i>Stout</i> ; |
| 4 = Half-elf | 6 = <i>Tallfellow</i>) |
| | 6 = Half-orc |

11-12: Giant (roll d8)

- | | |
|------------------|----------------------|
| 1 = Ettin | 5 = Giant, Mtn. (FF) |
| 2 = Giant, Fire | 6 = Giant, Stone |
| 3 = Giant, Frost | 7 = Ogre |
| 4 = Giant, Hill | 8 = Treant |

13-18: Humanoid (roll d20)

- | | |
|------------------|------------------------|
| 1 = Bugbear | 11 = Nymph |
| 2 = Doppelganger | 12 = Ogrillon (FF) |
| 3 = Dryad | 13 = Orc |
| 4 = Flind (FF) | 14 = Sylph |
| 5 = Gnoll | 15 = Troglodyte |
| 6 = Goblin | 16 = Troll |
| 7 = Hobgoblin | 17 = Troll, giant (FF) |
| 8 = Kobold | 18 = Troll, ice (FF) |
| 9 = Lizard Man | 19 = Umpleby (FF) |
| 10 = Nixie | 20 = Yeti |

19: Lycanthrope (roll d6)

- | | |
|----------------|---------------|
| 1 = Jackalwere | 4 = Wererat |
| 2 = Werebear | 5 = Weretiger |
| 3 = Wereboar | 6 = Werewolf |

20: Miscellaneous (roll d10)

- | | |
|--------------------------------|-----------------|
| 1 = Demon, manes | 6 = Skeleton |
| 2 = Devil, ice | 7 = Umber Hulk |
| 3 = Ghost/Astral Searcher (FF) | 8 = Wight |
| 4 = Merman | 9 = Yellow Musk |
| 5 = Sahuagin | 10 = Zombie |
| | Zombie (FF) |

Dungeon/Cavern Encounter Subtable (roll d24)

- | | |
|---------------------------------|-------------------------------|
| 1 = Bat, giant (FF) | 13 = Mimic/Will-o-Wisp |
| 2 = Black pudding | 14 = Mold, brown |
| 3 = Cold Woman/Cold Spawn (DDG) | 15 = Mold, yellow |
| 4 = Fungi, violet | 16 = Ochre Jelly |
| 5 = Gas Spore | 17 = Piercer |
| 6 = Gelatinous Cube | 18 = Purple Worm |
| 7 = Gorgon | 19 = Roper |
| 8 = Gray Ooze | 20 = Salamander |
| 9 = Green Slime | 21 = Shrieker/Shambling Mound |
| 10 = Lava children (FF) | 22 = Slithering Tracker |
| 11 = Lizard, subterranean | 23 = Slug, giant |
| 12 = Lurker Above/Trapper | 24 = Stirge |

Fresh Water/Swamp Encounter Subtable (roll d24)

- | | |
|--------------------------|-------------------------------|
| 1 = Beetle, giant, water | 13 = Lamprey |
| 2 = Catoblepas | 14 = Lamprey, giant |
| 3 = Crayfish, giant | 15 = Leech, giant |
| 4 = Crocodile | 16 = Naga, water |
| 5 = Dragon Turtle | 17 = Pike, giant |
| 6 = Eel, electric | 18 = Quipper (FF) |
| 7 = Eel, weed | 19 = Spider, giant, water |
| 8 = Fire Toad (FF) | 20 = Toad, giant |
| 9 = Frog, giant | 21 = Toad, ice |
| 10 = Frog, killer | 22 = Toad, poisonous |
| 11 = Frog, poisonous | 23 = Turtle, gnt. snapping |
| 12 = Gar, giant | 24 = Will-o-Wisp/Mottled Worm |

Game Encounter Subtable (roll d24)

- | | |
|----------------------|------------------------------|
| 1 = Axe Beak | 13 = Horse, pony |
| 2 = Baluchitherium | 14 = Horse, wild |
| 3 = Beaver, giant | 15 = Irish deer ¹ |
| 4 = Boar, giant | 16 = Mammoth |
| 5 = Boar, warthog | 17 = Mastodon |
| 6 = Boar, wild | 18 = Porcupine, giant |
| 7 = Buffalo | 19 = Ram, giant |
| 8 = Bull | 20 = Rhinoceros, woolly |
| 9 = Camel, wild | 21 = Stag |
| 10 = Cattle, wild | 22 = Stag, giant |
| 11 = Flightless Bird | 23 = Titanotheres |
| 12 = Herd animal | 24 = Unicorn/Rothe (FF) |
- ¹ — Irish deer, like all such beasts, rut in the fall, not the spring. Ignore the Monster Manual on this point.

Insectoid Encounter Subtable (roll d12)

- | | |
|------------------------|------------------------|
| 1 = Ant, giant | 7 = Hornet, giant (FF) |
| 2 = Beetle, bombardier | 8 = Spider, giant |
| 3 = Beetle, boring | 9 = Spider, huge |
| 4 = Beetle, fire | 10 = Spider, large |
| 5 = Beetle, rhino | 11 = Spider, phase |
| 6 = Beetle, stag | 12 = Wasp, giant |

Predator Encounter Subtable (roll d30)

- | | |
|-----------------------|------------------------|
| 1 = Ankhheg | 16 = Jackal |
| 2 = Astral Wolf (DDG) | 17 = Leopard |
| 3 = Badger | 18 = Lion, mountain |
| 4 = Badger, giant | 19 = Lion, spotted |
| 5 = Bear, black | 20 = Lynx, giant |
| 6 = Bear, brown | 21 = Otter, giant |
| 7 = Bear, cave | 22 = Rat, giant |
| 8 = Blink dog | 23 = Skunk, giant |
| 9 = Caterwaul (FF) | 24 = Tiger, sabertooth |
| 10 = Devil Dog (FF) | 25 = Weasel, giant |
| 11 = Displacer Beast | 26 = Wolf |
| 12 = Dog, wild | 27 = Wolf, dire |
| 13 = Hoar Fox (FF) | 28 = Wolf, winter |
| 14 = Hyena | 29 = Wolverine |
| 15 = Hyena, giant | 30 = Wolverine, giant |

Reptile Encounter Subtable (roll d20)

- | | |
|---------------------|-------------------------|
| 1 = Dragon, black | 11 = Ice Lizard (FF) |
| 2 = Dragon, bronze | 12 = Lizard, fire |
| 3 = Dragon, green | 13 = Lizard, giant |
| 4 = Dragon, red | 14 = Pseudo-dragon |
| 5 = Dragon, white | 15 = Remorhaz |
| 6 = Firedrake (FF) | 16 = Snake, amphisbaena |
| 7 = Fire Snake (FF) | 17 = Snake, constrictor |
| 8 = Hydra | 18 = Snake, poisonous |
| 9 = Hydra, Lernaean | 19 = Snake, spitting |
| 10 = Hydra, Pyro- | 20 = Snow serpent (DDG) |

Salt Water/Seashore Encounter Subtable (roll d16)

- | | |
|----------------------|-------------------------|
| 1 = Bunyip (FF) | 9 = Lamprey, giant |
| 2 = Crab, giant | 10 = Man-o-War, giant |
| 3 = Crocodile, giant | 11 = Octopus, giant |
| 4 = Dolphin | 12 = Shark, giant |
| 5 = Dragon Turtle | 13 = Snake, sea |
| 6 = Eel, giant | 14 = Squid, giant |
| 7 = Eel, weed | 15 = Turtle, sea, giant |
| 8 = Lamprey | 16 = Whale |

Vermin Encounter Subtable (roll d8)

- | | |
|----------------------|------------------------------|
| 1 = Carrion Crawler | 5 = Stirge |
| 2 = Centipede, giant | 6 = Throat Leech (FF) |
| 3 = Ear Seeker | 7 = Tick, giant |
| 4 = Rot Grub | 8 = Yellow Musk Creeper (FF) |

Climate and the calendar

Weather in the Pleistocene environment presents many problems and challenges. Taking cold damage was (is) a real possibility in the days of the woolly rhinoceros. Given later in this article are some tables adapted from records of the weather around Hudson Bay which will enable DMs to simulate the Pleistocene climate.

The calendar is simple: four "seasons" of 91 days (13 seven-day weeks) each, plus "Naming Day" on the first day of spring. "Naming Day" would be the time for all babies to receive their totems (or however you decide that should be handled). I would also advise that it be the official "birthday" of all clan members, like the "birthday" of all thoroughbred horses is January 1. That way, you advance the entire clan a year of age on each Naming Day. It is a day of ceremonies and holiday.

Every four years, add a "Gathering Day" here to even out the

calendar. This could be the time for all the clans of the race to gather together for high and holy ceremonies. Or you could give it some other significance, but you've got to incorporate a leap year to keep the calendar straight (at least, by Earth reckoning) — not that the Ice Agers would think of it, but it's easy enough to do once you know how.

Pleistocene Campaign Calendar and Average Weekly Temperatures (°F.)

Week	Spring	Summer	Fall	Winter
1	9 ¹	50	35	-16
2	13	52	31	-19
3	17	54	27	-21
4	21	54	22	-20
5	24	53	16	-19
6	27	52	11	-18
7	30	52	6	-17
8	34	50	2	-14
9	37	47	-2	-10
10	40	44	-6	-6
11	44 ²	42 ²	-11	-2
12	46	40	-13	4
13	48	38	-15	7
(averages)	(27)	(48)	(8)	(-12)

Average yearly temperature = 18°

¹ — Includes Naming Day (and Gathering Day).

² — Frost definitely ends in week 11 of spring, could start as soon as week 11 of summer, giving a growing season of approximately 91 frost-free days.

Temperature changes and their effects

To determine the day's high temperature, roll a d20 on which one set of digits (0-9) is distinguishable from the other. (For this example, we'll say one set is colored red, the other black.) Read the red numbers from 1-9 as that many degrees *above* the

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average temperature for that week. Bead the black numbers from 0-9 in the same way, except that these results represent a number of degrees *below* the average. (A result of black 0 means an average day.) If the result is a red 0, roll again and add 10 (if the second result is red) or subtract 10 (if the second result is black), to yield a result in the range of 19 degrees below average to 19 degrees above average temperature.

Example: A red 0 is rolled during the third week of winter, when the average temperature is -21°. The die is rolled again, and a red 3 comes up, so the day is 13° (3 + 10) warmer than usual, and the high temperature that day is 8 degrees below zero. If a black 6 follows the red 0, the same day would be 16 degrees colder than usual, for a high temperature that day of -37°. The hottest and coldest high readings obtainable using this system are 73° (summer) and -40° (winter).

In such a climate, cold damage (freezing to death) becomes a real possibility. No one in his right mind goes out in a Pleistocene winter if he can avoid it. Cold damage is figured as follows: One makes a saving throw (vs. constitution, on d20) every *turn* one is out in the cold. One begins making saving throws at the *equivalent temperature* (see definition below) of -20°. The save is made at +2 at a temperature equivalent to -20°. This adjustment to the saving throw drops by 1 for every 10° drop in equivalent temperature. Thus, at -30° the save is only at +1; at -120° (and it does get that cold), the save is made at -8.

Wearing metal armor (possible only for characters from outside the Pleistocene adventuring through the area) further reduces the saving throw vs. cold by -2, and adds an extra point in cold damage each time damage is assessed.

Every turn that a character fails a save vs. cold, he or she takes 1 point of cold damage for every 10 degrees below zero of equivalent temperature (3 points at -30° 6 points at -60°, etc.).

In addition, when a character is exposed to the cold and fails a saving throw, there is a 5% chance of losing 1 or 2 points of constitution, *permanently*, at -10°. This chance of constitution loss increases by an additional 5% for each additional 10 degrees of cold, so that the chance is 20% at -40°. Any loss in constitution requires a system shock check.

Cold also slows down movement, over and above the difficulty of wading through snowdrifts and blizzards. After one hour, movement in the intense cold is slowed to 75% of normal at -20°; 50% of normal at -50°; and 25% of normal at -80°.

Equivalent temperature is merely the actual temperature modified by the Wind Chill Factor: what the air outside *feels* like. The thermometer might read 10°, but if the wind is whipping around at 25 mph, then the temperature feels like -29° to your body, and your body will freeze accordingly. One form of the traditional Wind Chill Table is given below, to help estimate equivalent temperatures.



Temperature drops with altitude, up to a few miles above sea level where it doesn't matter any more. Deduct 1° of actual temperature for every 300 feet of elevation above sea level at the location in question. Then consult the Wind Chill Table to find the equivalent temperature.

Wind Chill Table

Wind speed (mph)	Actual thermometer reading (° F.)									
	50	40	30	20	10	0	-10	-20	-30	-40
Calm	50	40	30	20	10	0	-10	-20	-30	-40
5	48	37	27	16	6	-5	-15	-16	-36	-47
10	40	28	16	4	-9	-21	-33	-46	-58	-70
15	36	28	9	-5	-18	-32	-45	-58	-72	-85
20	32	18	4	-10	-25	-39	-53	-67	-82	-96
25	30	16	0	-15	-29	-44	-59	-74	-88	-104
30	28	13	-2	-18	-33	-48	-63	-79	-94	-109
35	27	11	-4	-20	-35	-51	-67	-82	-98	-113
40	26	10	-6	-21	-37	-53	-64	-85	-100	-116
Danger of freezing exposed flesh:										
(wind speeds greater than 40 mph have little additive effect)	Little danger (to properly clad person)			Increased danger			Great danger			

When it rains, it usually snows

The final weather consideration is precipitation. A wind table — not ideal for this purpose, but okay — is found on p. 54 of the DMG. Again using records from the Hudson Bay area, here is an outline of a Subpolar/Pleistocene precipitation schedule:

The chance of precipitation on a given day varies with the season: 5% in winter, 7% in spring, 11% in summer, and 6% in autumn. If precipitation is indicated on that day, roll d6 to determine the time of day when the precipitation starts: 1-2, morning; 3-4, evening; 5-6, nighttime.

To determine accumulation and duration of precipitation when it occurs, roll d% and use this table:

01-07	Storm: 1.9 to 2.4 inches over 1-3 hours
08-20	Heavy: 1.3 to 1.8 inches over 1-6 hours
21-40	Medium: .7 to 1.2 inches over 1-4 hours
41-70	Light: .1 to .6 inches over 1-8 hours
71-00	Drizzle: no appreciable accumulation over 1-10 hours

To determine exact amount of precipitation, roll d6, each digit standing for .1 inch of accumulated precipitation; add .6, 1.2, or 1.8, as necessary according to the table above, to yield final numbers in the desired range. This number represents *liquid* accumulation; snowfall of the same intensity would result in *three times* the accumulation of the same amount of rain.

Precipitation varies in form depending on the temperature. At 25° or below, it falls as snow; from 26° to 39° it is a variety of sleet or freezing rain (30% chance of hail in Storm or Heavy conditions); above this (40°+) it is rain (15% chance of hail in Storm or Heavy conditions). Tornadoes, lightning strikes, flash floods, and so forth are left to the whims of the individual DM. If conditions seem favorable for such an occurrence, assign a percentage chance and roll the dice. Or, if you decide a disaster is needed, whip one out of your bag of tricks.

This article has gone far afield, from considering the reasons for adventuring in the Ice Age, through what is involved in converting races and classes to the Pleistocene cultural level, through clan survival mechanics, and finally the climate. I hope you begin to see some of the inherent possibilities in playing an AD&D adventure in the Ice Age — perhaps by now, visions of cavehalflings are dancing in *your* head.

Solo scenarios come of age

High Fantasy offers salvation for lone players

Reviewed by Robert Plamondon

Solo adventures have been a great source of argument ever since they first appeared several years ago. Their detractors insist that any attempt to create a role-playing adventure with only one player is a waste of time, because role-playing games are by their nature a group activity, and because solo adventures are inherently shallow, simplistic, and boring.

The supporters of solo adventures generally concede all these points, but insist that solo adventures are better than nothing; that if for some reason you can't set up a regular fantasy campaign, you can get still *some* enjoyment out of solo adventures.

All this makes solo adventures sound about as desirable as the Black Plague. Actually, some of them are worse than that. This meant I was very surprised when I discovered a really good solo game, *Escape from Queztec'l*, in the last 70-odd pages of *High Fantasy*.

What are solo adventures? A solo adventure is a fantasy scenario played by one person. It contains descriptions of the creatures and scenery your character will encounter, and allows you to choose a course of action. For instance, scene 8 from *Escape from Queztec'l* reads:

8. After much searching, you find nothing at all of any sort of value. You may spend some time re-searching (go to 64), or you can head south (go to 30), or you can always head north (go to 83).

Each occurrence in the adventure is given a number. When a scene says "go to 64" it means that you should turn to scene #64 and read it. Paragraph 64 may give more descriptions, give you more options to choose from, set up a random event, or some combination of these things. In this case, a random event is set up:

64. Roll 2 dice: 1-30 go to 72.
31-70 go to 196.
71-100 go to 8.

Random events usually involve one of two things: discovering something that was hidden, or the arrival of unexpected (usually hostile) guests.

Most solo adventures are the "shoot and loot" type. Your character wanders around a dungeon, hoping to murder and rob unwary creatures while avoiding being killed in turn. Besides the ethical bankruptcy of such games, the fact that



they all have the same plot makes it easy to lose interest in them. The "shoot and loot" scenario is a poor choice for any adventure, and is at its very worst in a solo game.

What people really want in a solo adventure is not a freeze-dried dungeon, but something that takes advantage of the printed format and puts some life into it. Why can't a solo adventure be as good as a good adventure novel? Instead of reading about the exploits of the main character, the reader plays the part of the main character — *making* the important decisions instead of just *reading* about them. The adventure would be a novel with multiple endings, depending on the player's choices. In fact, since the player has so many choices to make, it becomes a novel with multiple middles as well.

This is exactly what Jeff Dillow and Craig Fisher did with their *High Fantasy* adventures, and it works very well indeed. The adventures are fast-paced and exciting. Each has an interesting plot, several ways to win, and many ways to lose. You are given a lot of significant choices, so that the outcome of the adventure depends on how well you play. There are also a good many random occurrences, which mean that circumstances beyond your control also affect the game. The random happenings also mean there isn't any way to "beat" the game; any memorized pattern of actions is sure to be fouled up by random events such as the arrival of a guard or someone stealing your getaway boat. This means the adventure can be played many times without exhausting all the possibilities.

An additional intriguing aspect of the

"interactive novel" approach used in games of this sort is that the game/book may appeal to non-gamers, who would view it as a new kind of book rather than a new twist on fantasy gaming. The potential market for such books is huge.

The three solo adventures reviewed here — *Escape from Queztec'l* and *In the Service of Saena Sephar*, both by Craig Fisher, and *Murder in Irliss* by Jeff Dillow — use the *High Fantasy* game system. You don't need to be familiar with *High Fantasy* to play the adventures, although it helps.

The only aspect of the standard *High Fantasy* rules that really enters into the solos is combat, and the adventures employ a stripped-down version that is very easy to use and is explained in each adventure book. Similarly, the magic in the adventures is explained well enough that someone who has never heard of *High Fantasy* should find it easy to use. You need percentile dice to play the game, and since your chance to hit is equal to your fighting ability minus your opponent's defensive ability, a calculator might be useful if you don't like doing subtraction in your head.

Escape from Queztec'l is the earliest of the three solos, and the shortest. It takes up the last 73 pages of the *High Fantasy* rule book, and has 360 numbered scenes. Your character, Xenon Swifsord, is attending the Holy Day celebrations in Queztec'l. Xenon's noble status entitles him (or her — the game lets you take your choice) to a room in the Imperial Palace. Unfortunately, the heinous Genera! Tezcaloz'l has chosen this day to take over the city, and is killing all the loyalists he can find. The object of the

game, simply stated but difficult to bring off, is to get out of Queztec'l alive.

The *High Fantasy* rule book containing this adventure costs \$12.95 in paperback, or \$14.95 in hardback.

In the Service of Saena Sephar takes place on the island of Andriana, which is ruled by three hereditary chieftains, or Warhunes. Haerne Warhune has been plotting with the Emperor of the Deep to take sole control of Andriana, and has set a device in the castle of Zenobia Warhune that can be made to explode, killing everyone inside. You are Aleste of Flyes, an agent of Saena Sephar, a chieftess on the mainland. You have been sent to investigate the disappearance of an agent placed in Andriana, and you learn of the explosive device. Your mission is to prevent Haerne Warhune from assuming power — not necessarily by

disarming the bomb, although that's the most elegant way.

There are 603 numbered scenes in this adventure, and an amazing number of ways to win or lose. It is tough but fair, and very re-playable. *In the Service of Saena Sephar* costs \$10.95 in paperback.

Murder in Irliss is a murder mystery. You are Faren, Captain of the Irliss Guards, and your mission is to discover who killed Prince Rand. The job is complicated by the fact that a number of people are trying to kill you.

Since a lot of the fun of a mystery is finding out "who done it," this mystery is really five mysteries in one. At the beginning of each game you choose one of five "fatestones" (sapphire, emerald, amber, ruby, or crystal) and put it in your pocket. When you choose the sapphire fatestone, for instance, the murderer is a

different person than if you had chosen the crystal fatestone. The clues are all different as well. This means you have five different mystery novels in one, and solving the game corresponding to one fatestone does you absolutely no good when trying it with another stone. *Murder in Irliss* has 605 scenes and costs \$10.95 in paperback.

Wizards & Warriors is a hardbound book containing both *Murder in Irliss* and *In the Service of Saena Sephar*. At \$14.95, it's a real bargain.

I was impressed by all the *High Fantasy* solos, and have played each of them more than once (with wildly different results each time). They show that an "interactive novel" approach to solo adventures is more than workable — it's the best way to write them. With luck, these will be just the tip of the iceberg.

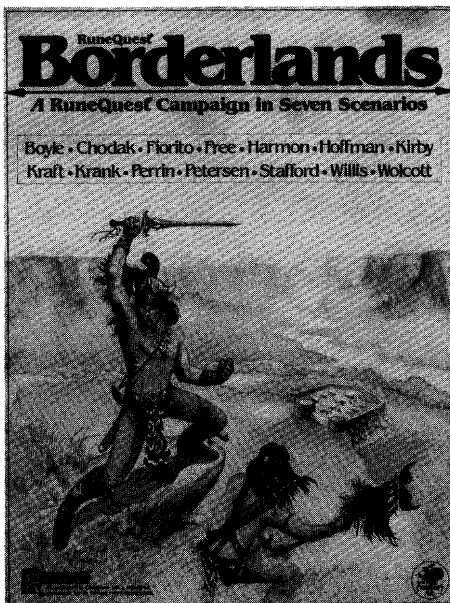
Borderlands sets high standard

Reviewed by Ken Rolston

BORDERLANDS, a supplement for *RuneQuest* published by Chaosium for \$16.00, provides superb support for the referee. The packaging and format is innovative and ingeniously tailored to a gamesmaster's reference needs. The personalities, encounters, scenarios, and settings are more vividly detailed and imaginative than has been seen in previously published modules or scenario packs for any FRP system. Let's follow the referee as he reviews the contents of this supplement in preparing the campaign for play.

The first part is called "The Referee's Handbook," a 48-page guide to the background of the campaign adventures. First, an overview is given: a duke receives a land grant in a semi-wilderness frontier along the River of Cradles, north of Corflu and far to the south of Pavis. He must begin taming this frontier to make way for settlers soon to arrive in the region. The player characters are mercenaries who have hired on to assist him in this endeavor. Next, the referee reads about the history, geography, and important settlements in the region. The duke and his household — a wife, daughter, and priest — are described, along with the primary mouthpiece/persona of the referee: Daine, the duke's chief of mercenaries. The gamesmaster will often provide the impetus and exposition for the scenarios through Daine's briefings to his men, the player characters.

Then follows a copy of the standard mercenary's contract and a discussion of the obligations and privileges assumed under this contract. All too often, character role-playing is limited to the idiosyncracies of the PC's personality; here



we are given guidelines to permit the player to better understand the social context of his character — the tension between his personal desires and his social obligations that provides such fruitful resources for role-playing.

Next, the gamesmaster is introduced to the peoples of the region; characteristic of *RuneQuest* supplements, the non-humans have complex and imaginatively conceived cultures that may be slowly revealed to the characters' investigation. Learning more about an alien culture becomes a goal as tantalizing as acquiring treasure or slaying orcs. This package describes the Agimori (a great race of warriors reminiscent of the Watusi), Broos, Morokanth (who herd humans and trade human slaves on the Plains of Prax, yet who are not as evil as they may

appear at first glance), Newtlings, and Tusk Riders. There is also a section on exotic treasures that may be encountered, and a bestiary of distinctive local creatures and spirits, like dinosaurs, wraiths, and whirlvishes. Finally, miscellaneous notes are given on other details of the campaign — unfamiliar cults, river traffic descriptions, rules for the use of nets as weapons, combat between air breathers and water breathers — and a set of pre-rolled characters that may be used as PCs or as examples of appropriately skilled and outfitted PCs for this campaign.

Next the gamesmaster will review the Referee's Encounter Book. A large-scale wilderness campaign implies random encounters as the PCs journey from home base to the locale of their assignments, and this book provides well-prepared confrontations that have many dramatic possibilities for impromptu adventures outside the structure of the prepared scenarios. Each encounter contains:

- (1) a general description of the creatures/tribe/phenomenon encountered;
- (2) a more detailed description of the major personality figures in the encounter (as a guide for the GM's role-playing of the important NPCs);
- (3) the duke's policy concerning the peoples/creatures; and
- (4) detailed stats for the main NPCs, their mounts and spirits, and for squads of identical "extras."

For example, consider the notes on the Sable Riders encounter. The Sable Clan is currently riding high, since it backed the Lunars in their successful conquest and occupation of this area, and the clan has become "vainglorious and overweening." They are likely to be

disrespectful and mischievous, severely testing the patience of the party, but the duke's policy is to never antagonize the Sable Riders, who are at least nominal allies of the Lunar Occupation that the duke is participating in. This encounter is not a test of the party's combat skill; it is a test of their tolerance and diplomacy, as well as their ability to follow the duke's orders.

Also included in the package are several playing aids designed to lighten the referee's burden of preparation. There is a reference copy of the mercenary contract for the player; on the reverse side is printed the common knowledge the players might have about the area — what they might have learned by checking around before signing on with the duke. There is also a lovely scenario map — crudely rendered, simulating charcoal on parchment, obviously made by an amateur, complete with smudges, fingerprints, and misleading inaccuracies. The enclosed campaign map covers the entire region, giving details of elevations and local features.

The scenarios are linked by a narrative thread that may be ignored if the referee wishes to run each adventure into his own campaign. Each scenario begins with an overview for the GM and information which would be common knowledge among characters. Then comes the briefing from the duke or from Daine,

the chief of mercenaries. These briefings are excellent models for gamesmaster scenario management. They are written in the form of monologues with stage directions, to be delivered in character, and serve as a guide for the gamesmaster's characterization of the NPC. This establishes the role-playing atmosphere immediately, and permits the gamesmaster to lay out the necessary exposition for the task to be faced while encouraging the players to assume the personas of their characters from the very start. When the NPC asks for questions about the assignment, the players should respond in character, seeking important details that may have been overlooked, or asking for clarifications of the instructions. The materials include notes to prepare the gamesmaster for the kinds of questions the players are likely to ask, and suggested responses. The rest of the scenario description is filled with the details of the assignment — maps, encounters, personalities, defenses — all the familiar materials of a prepared scenario pack.

Brief descriptions of the seven scenarios illustrate the flavor of the campaign:

(1) The players take a peaceful tour of the region. The important people, creatures, and topography are introduced, and characters have a chance to brush up on their diplomacy skills as they gather information about the locale.

(2) The characters are sent on an outlaw hunt; there are some subtleties to the assignment, but in general it is a relatively easy task designed by the duke to test the quality of his mercenaries in action.

(3) The characters must rescue the duke's daughter from a group of Tusk Riders. This is a much more serious test of the players' tactics and judgement, with very high stakes — the life of their employer's only daughter.

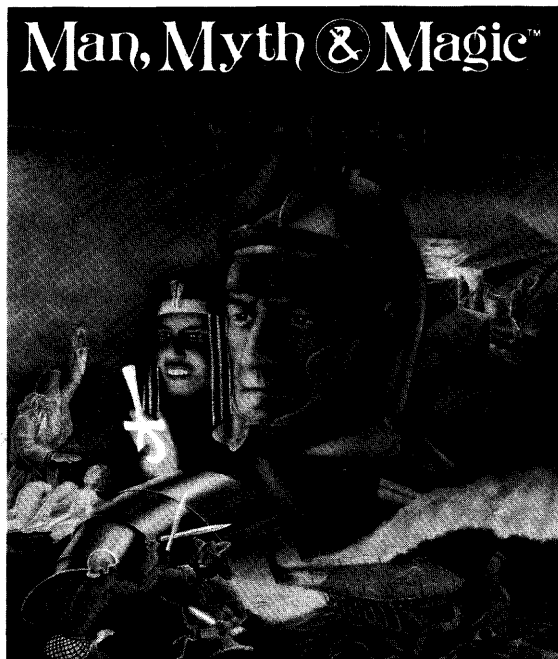
(4) A Broos hunt: The plague that takes the life of the duke's wife has its source in the Curse of Muriah, a human Disease Master of Mallia living among Broos. The players are sent to rid the valley of the source of the terrible plagues that are menacing the duke's holdings.

(5) This is a major scenario, a campaign against the Seven-Eyes Temple Newtlings, whom the duke regards as pirates and raiders. The players must scout, then assault the temple and underground complex, where there are some real surprises in store for them.

(6) Here the players must go to Condor Crags, scale 300-meter pinnacles, and bring back the eggs of the giant condor. Special climbing rules are included for making a dangerous ascent under the hostile attacks of giant birds. An unusual and perilous adventure.

(7) Finally, the players must mount an expedition to the Rockwood Mountains

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in search of Gonn Orta, a famous giant. They are to trade a condor's egg for a fabled magic sword in Orta's possession. This scenario brings the characters into the region described in *Griffin Mountain*, another richly detailed supplement published by Chaosium, and this adventure may be used as a transition to permit the campaign to move into the land of Balazar detailed in the *Griffin Mountain* package.

In a word, *Borderlands* is beautiful. The aesthetics of game design is hardly an established discipline, but a practical measure of the increasing excellence of FRP products is to be found in the most impressive current releases. In this sense, *Borderlands* is an important benchmark in the development of the scenario pack. Chaosium's *RuneQuest* packages, from *Apple Lane* through *Snakepipe Hollow*, *Cults of Prax*, and last summer's *Griffin Mountain*, have consistently set the standard for FRP game supplements in both design and execution. The emphasis has always been on richness of characterization and background, and on motivation and plausibility in the narratives, rather than on copious statistics for the combat abilities of the bad guys, fiendish dungeon traps, and adventures primarily motivated by the acquisitive tendencies of the player characters. *RuneQuest* materials stress campaigns in the larger context of an established world complete with villages and cities, wildernesses and grazelands, peopled by human and non-human races who cannot be simply categorized into "good guys" and "bad guys." Detail and coherence in characterization, setting, and narrative has given many of Chaosium's releases the finer virtues of the fantasy fiction which represents the roots of fantasy role-playing.

Quality in both fantasy literature and in fantasy gaming depends on the rich and imaginative creation of a fabulous world, peopled by marvelous but credible beings, where endless possibilities for adventure abound. *Borderlands* provides the necessary background materials to support the gamesmaster in his creation of that fabulous world, leaving him the considerable task of bringing that world to life through his own improvisation, the addition of details, and the responses and creativity of the players.

Borderlands is a well conceived and executed composition. The look and quality of the materials is top notch; the artwork is appealing, coherent in style, and effective in illustrating the content material. The cover art is of a particularly high quality — simple, colorful, and expressive. The decision to bind the scenarios separately was an excellent notion: The GM need not fumble with a thick volume as he tries to conduct a campaign session; he simply takes out a scenario only several pages long which is well laid out for his easy reference. The

two bound booklets, the referee handbook and the encounter guide, are attractively printed and full of reference material applicable to other Gloranthan campaigns. Each *RuneQuest* supplement adds a few important details to the world of Glorantha, where most *RQ* campaigns are set, and this one is no exception. Overall, the package is the most impressive design for FRP supplements that I've seen; it is the kind of thing I like to leave on top of my stack of recent acquisitions, taking pleasure from the oohs and aahs of those who pick it up and browse through it. This is the sort of

package that may seduce the haughty "I-never-use-published-scenarios" types into trying a campaign with ready-made, detailed backgrounds and narratives that leave the gamesmaster free to explore the subtleties of NPC characterization and freestyle improvisation, emancipated from the nights of labors, cobbling together a credible situation with colorful antagonists and challenging adventures. *Borderlands* stands as a model for all subsequent campaign packages, and will be a worthwhile purchase for any gamer in terms of its utility, design, and aesthetic appeal.

New edition of *Elric* is best left to die-hard fans

Reviewed by Tony Watson

Elric of Melniboné is one of the more interesting literary characters in the vast sword & sorcery genre. The brooding, albino sorcerer-king created by Michael Moorcock is not just another Conan clone. The stories contained in the six books of the cycle are similarly dark-visaged. They record the journeys and adventures of Elric, the sickly king of a vanishing race who draws his strength from — and is dominated by — the black runesword Stormbringer, the eater of souls. Elric is different from the usual hero of fantasy literature, often as cruel as he is heroic, and given to fits of rage and periods of indifference. His life is fated, and he is but a plaything of destiny. Moorcock's books chronicle Elric's wanderings and adventures through an interesting world populated with strange peoples, odd creatures and demons from other planes, and being battled over by the forces of Law and Chaos.

ELRIC: Battle at the End of Time is Chaosium's representation of the Elric story in game form. It is an update of the company's previous 1977 release, titled simply *Elric*. Some minor rule changes have been made, the map has been redone, and the game now comes in a box instead of a ziplock bag. The price of the new edition is \$20, up from \$12.

One of the game's main selling points would have to be the components; for \$20, one has every right to expect a very nice game, and the playing pieces and maps in *ELRIC* are well done. The one-inch-square, backprinted counters are particularly impressive. Many of them represent important characters and the leaders, armies, and fleets of the various nations of the Young Kingdoms, the setting of the game. Twenty-two nationalities, as well as independents, are represented. About a third of the 320 game counters are spell/muster pieces, used for casting magic in battles or raising the

forces of newly acquired allied nations. The 22" x 34" map is also attractive. It appears to be from a painted original, entailing some very interesting and stylized uses of color, which is enhanced by the fact that no hexgrid is superimposed; the game uses area movement. The rules come in a 12-page folder, nicely typeset and illustrated, with a four-page pullout reference sheet that can be cut so that up to four players can each have one.

The game's mechanics are relatively simple, kept that way even though there is an obvious effort to incorporate the events and characters of the books. Although the game is on a strategic scale, the action centering around clashes between the national coalitions of the players, the counters representing the individuals are very important. Personalities are needed to guide armies, and the personalities' combat abilities are often important adjuncts to those of the army counters. Some personalities can cast spells to augment the strength of their side's forces. As one might expect, the counter representing Elric has very high combat and magic-use ratings.

The basic rules regarding movement, combat and replacements are straightforward. Active nations gain replacement units every turn if they hold their capital. Extra replacements are available if the player holds a muster counter for that country. There are three kinds of movement: overland, four spaces per turn; sea, as per the movement factor of the carrying fleet; and flying, an option open only to magic-users and holders of special artifacts. The movement of armies and fleets requires a personality to serve as commander.

Combat takes place when armies of opposing players are in the same area. Instead of an odds table, the game uses a combat chart that takes into account the difference between the armies, personality combat values, and the strength of any spells cast, plus the roll of one die,

for each side. The side with the smaller total, depending on the degree of disparity, will have to retreat and possibly lose units or personalities. Walled cities afford protection to occupying armies and negate the necessity to retreat.

Magic plays an important part in the game. Each of the spell counters has both a combat value, which is added to the using force's total, and an alignment, either Law, Neutral, or Chaos. Some spells are marked "Melnibonean only" and can be cast only by characters of that nationality. An important factor in the use of magic is the Cosmic Balance, reflecting the fact that whatever the conflict on the mapboard, the true contest is between the forces of Law and Chaos. Wizards and sorcerers, except for Elric, cannot carry spells of Law and spells of Chaos simultaneously. When spells are cast, they affect the cosmic balance track printed on the map. The value of the spell cast determines the number of spaces the balance marker is moved in the appropriate direction. If the balance should tip to one side a total of twelve spaces, that side is dominant: All of its cast spells remain on the board, and Neutral spells may not be cast. Further, this domination by one side triggers the "end of the world" (this is probably one of the few games to have a rule with this title), causing the game to conclude three turns after the balance is tipped.

It's interesting how the game mechanics deal with the special problem that Elric presents. In the scenarios, the players play the parts of nations and coalitions of nations (as new countries are mustered); Elric is handled using a series of rules intended to illustrate his random nature. No player handles Elric; instead, he is controlled by the influence of the leaders of the players' forces. The influence of a given leader is equal to his/her combat value, though some personalities, such as Elric's cousin and beloved, Cymoril, have parenthesized values (usually high) that can be used only to influence Elric. The leader with the highest influence value controls Elric and his considerable magic and combat potential — but there is a chance that Elric, under the domination of Stormbringer, will kill the controlling personality. These rules do a fair job of covering the strange behavior of Moorcock's hero, but it does seem to detract a little from the game that the story's lead character is handled in so random a fashion.

The rules for control of Elric are a reflection of the effort put forth by the designers to catch the atmosphere of Moorcock's literary setting. Similarly, the attention given to the map cartography and counter illustrations add feeling and color to the game. Each of the spells is named for the demon, elemental or other supernatural being that is summoned by

it, and an index in the rules gives a sentence or two explaining its nature. Since the only other information given for most spells are their alignment and value, this index fleshes out and lends substance to the game, and is certainly appreciated.

On the whole, however, *ELRIC* seems to lack something. It is not in the chrome, or in the rules and graphics used to set the scene; these elements are fine. Rather, the omission seems to lie in the basic framework of the game. In the final analysis, *ELRIC: Battle at the End of Time* is essentially a strategic game of armies, fleets, and leaders, with a little magic thrown in — and, unfortunately, the rules for conducting these campaigns are simplistic and uninteresting. The game mechanics certainly work, but I found the play of the game to be a bit meandering and lacking direction. This is not a game that seems to have much replay value — an important factor, I think, for an offering in this price range. If atmosphere were all that mattered, Chaosium would have a winner, but as it stands, *ELRIC* is basically a game that's all dressed up with nowhere to go, recommended for die-hard Elric fans only.

ELRIC: Battle at the End of Time was designed by Greg Stafford and Charlie Krank. It is available in game stores or by direct mail (\$20 plus \$1 for mail sales) from Chaosium, PO Box 6302, Albany CA 94706.



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RAGNAROK ENTERPRISES
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You've always got a chance

Use ability scores to determine success or failure

by Katharine Kerr

As the orcs began to batter down the door, the thief climbed the wall to the safety of a ledge. He wrapped one end of a rope around a projection and threw the other to the fighter left below. The rope dangled, swaying a good four feet above the fighter's head, as the door began to splinter.

"Jump for it," the thief yelled. "Then climb."

Both players looked at the Dungeon Master.

"Do I make it?" the fighter said.

Groaning inwardly, the DM reached for a heap of books. Play ground to a halt. . . .

On page 110 of the AD&D™ Dungeon Masters Guide, it is written that the DM can control any situation not specifically covered in the rules by assigning "a reasonable probability for the event" and letting the player roll dice in an attempt to meet it. There are times, however, when assigning this "reasonable probability" leads to unreasonable results: arguments, delays, and doubts. Often the DM is baffled as to how to assign such a probability. Players, quick as jackals to pick up on signs of weakness of this sort, argue that the probability is much higher than the DM's guess. Outlined below are some guidelines, for players and DMs alike, to help in setting such probabilities for unforeseen events.

To begin with, even the most complex game situation can be broken down into its respective parts. At the root of all such questions like our example is a simple matter of success or failure, whose basic parts are the character and the situation in which the character finds him or herself. The player character wishes to perform an action successfully in a situation where his or her prospects for success (or degree of success) may be altered by varying circumstances. To be successful, the character performing an action must use certain skills. If the DM keeps these divisions of the game problem in mind, his or her job will be much easier.

First, the DM must consider the make-up of the player character. In deciding whether or not the character can perform an action, the DM should use that basic part of the AD&D game system, the character ability scores. Since each score is a measure of aptitude for performing certain kinds of actions, these scores are the tools for pinning down elusive probabilities for the success of

an action.

For instance, the intelligence score shows the character's aptitude for thinking correctly and clearly. From this point of view, the DM may turn the score into a percentage chance for the character to use the skill in question. Multiplying the ability score by 5 gives a number we may call the *basic skill percentage*.

Applying this to the ability scores of the fighter in the earlier example, we get:

Strength of 18, times 5 = 90%
chance of using strength

Intelligence of 8, times 5 = 40%
chance of thinking correctly

Wisdom of 9, times 5 = 45%
chance of wisely up

Dexterity of 14, times 5 = 70%
chance of manipulating objects

Constitution of 17, times 5 = 85%
chance of withstanding stress

Charisma of 10, times 5 = 50%
chance of persuading others

These basic skill percentages may be applied to game situations in the following way:

First, break the disputed action into steps, if more than one specific action is involved. In the example, the fighter must grab the swaying rope, then climb up it.

Second, determine which skill or skills will be used in each step. Grabbing the rope requires dexterity, and climbing requires strength. Thus, the fighter has a base chance of 70% to grab the rope when he jumps and a base chance of 90% to climb up it (if the grab succeeds).

Often a situation arises where two or more skills play a part in one action. To get the base chance in these circumstances, simply average the percentages required, rounding up if necessary. In the example, the fighter will need both strength and dexterity to pull himself onto the ledge once he's made the climb; $70 + 90$ divided by 2 = an 80% base chance of scrambling over the ledge successfully.

Once the DM has the base chance for success, he or she must consider whether the situation will modify that chance. Obviously, adverse conditions make success less likely, but it's also possible that certain conditions will favor success beyond the base chance. Again, the DM should keep the character's ability scores firmly in mind. If something in the situation favors the use of that particular skill, then the character receives a bonus. Conversely, if something in the situation interferes with the use of the skill, then the character receives a penalty. After

adding and subtracting the situational modifiers, the final percentage score will be that to be met by the player's roll of dice.

Assigning these situational modifiers, the most difficult part of the task, raises a pair of important questions: the size of each bonus or penalty, and how many modifiers should be taken into account. At this point, it is important for both DM and players alike to remember that the AD&D system is only a game, having, like all games, arbitrary rules and limits in order to remain playable. An important part of playability is the speed at which decisions may be reached. It is possible to nit-pick over every tiny factor in the situation and to assign bonuses and penalties of widely varying percentages. In the example, the DM might decide that dust in the air makes the rope harder to see, for a 2% penalty, but that the rope is so thick that it is 13% easier to grab. To do this sort of "adjusting" would be not only tedious but pointless.

As far as the size of the bonus/penalty increments goes, the DM should pick one consistent with the rest of the game system, then stick to it despite wheeling from the players. Since many penalties and bonuses in the AD&D rules come in increments of 05% or 10%, a logical choice would be to make normal factors affect chances for success at the 05% rate and exceptional ones at 10%. If our fighter were standing on slippery ground for his jump, he would be penalized -05%, but if he were up to his waist in water, the penalty could justifiably be increased to -10%.

When it comes to the question of which factors to consider, a good rule is to choose only those which have a direct bearing on the skill being used, and of those, only the most dramatic. In the example, the fighter may be distracted because orcs are banging down the door, but such a distraction will have at best only a dubious effect on his dexterity and none at all on his strength. If, however, he were trying to use his intelligence, such a distraction would require the assessment of a stiff penalty. The DM should resist the temptation to consider every possible liability in the situation and figure it into the final score. On the other hand, the player should resist the temptation to find every possible detail in his or her favor and demand the DM include it. Consider: The fighter might indeed have a slightly better chance of grabbing the rope if he removes his gauntlets, but then how is he going to

carry them up? The standard of judgment should always be playability. Too close attention to detail means a decision that takes more time than it's worth and a boring wait for the other players.

Another general rule which the DM should set in advance for these situations is whether the player character's current hit-point total will have a modifying effect on the basic skill percentages. If the fighter has only one hit point left out of 26, it might be that his effective strength is no longer a true 18. On the other hand, figuring hit points into this kind of decision is somewhat contrary to the spirit of the game. A fighter down to one hit point still has the same chance to hit on the combat tables. If the DM decides to penalize for low hit points, the justification can only be as a measure of exhaustion and should be explained as such to the players. Rather than using some elaborate table or formula, the DM who decides to include hit-point total should set up a simple rule. A good one might be that any characters down to one-quarter or less of their maximum hit

points will suffer an automatic penalty of 05%, effectively equivalent to a temporary loss of one point of ability score.

This system of using basic skill percentages to decide questions of success and failure can be used in other places during a game. By focusing on the character's own ability scores, it can help players become aware of the individual strengths and weaknesses of their characters and thus of how best to cooperate among themselves. The DM, however, should always exercise common sense in the matter rather than trying to stick to an overly rigid rule.

Consider the following example. A pair of adventurers finds two vials of identical-seeming liquids. They have been warned, however, that one contains a potion of *healing* and the other a deadly poison. One adventurer is a high-level magic-user with an intelligence of 17, the other a half-orc fighter with an intelligence of 4. Is it truly likely that each has the same 50-50 chance of guessing which vial has the poison? The magic-user must have a thought or two

about poisons and potions to have risen so high in the study of the magical arts. Providing that the conditions are good for logical thought, it is appropriate to allow the magic-user an intelligence skill percentage of 85% (as outlined above). On the other hand, using the fighter's intelligence as an indicator of success would only give him a 20% chance, obviously far lower than the 50% random probability of picking the potion, and unfair for that reason. Unless the fighter was under a curse spell or suchlike, this would be ridiculous as well as unjust.

Making fair decisions is, after all, the point of any system of deciding probabilities. While the DM should never coddle players, he or she should never be arrogantly high-handed, either. By working within a framework provided by the player character's own ability scores, the DM has a chance to make a decision which players can accept as fair and reasonable. If the players still balk, then the DM can override them with a clear conscience, knowing that at least Reason is on his or her side.

Convention schedule

WINTER INVITATIONAL '82, Dec. 29 — A one-day event sponsored by the Gateway Association of Wargamers and the South-eastern Fantasy Conference, to be held at the Gateway Technical Institute, 1001 Main St., Racine, Wis. Admission is \$1 in advance, \$2 at the door. For more information, contact Michael Przytarski, president of the Gateway Association of Wargamers, 2322 Spring St., Racine WI 53405.

RIVER FOREST MICROCON II, Jan. 7-9 — All types of gaming events will be represented at this gathering, sponsored by the Forest Gamers Club. The site is the River Forest Community Center, 414 Jackson, River Forest IL 60305. For more information, send a SASE to the above address.

GAME FAIRE '83, Feb. 28-27 — More than 1,000 gamers are expected to attend this fourth annual convention, to be held at Spokane Falls (Wash.) Community College. Food and housing are available on the site. A full schedule of tournaments, contests, and other gaming activities is planned. Admission is \$6 for a two-day pass or \$4 for one day, with all profits from the event going to the Spokane Guild schools. More information is available from Shannon Ahern, Book and Game Company, West 621 Mallon, Spokane WA 99201, phone (509)325-3358.

WISCONSIN SCIENCE FICTION CONVENTION, March 4-6 — The seventh annual staging of the event known as WisCon will take place at the Inn on the Park in downtown Madison, Wis. Guests of Honor will include fantasy author Lee Killough and noted editor and author Marta Randall, currently the president of the Science Fiction Writers' Association. Membership fees are \$10 until Feb. 25, 1983, or \$15 thereafter and at the door. Information on the event can be obtained by writing to SF³, Box 1624, Madison WI 53701-1624.

FANTASY WORLDS FESTIVAL, March 18-20 — A SF/fantasy convention to be held at the Oakland Airport Hyatt Hotel. The list of special guests includes Marion Zimmer Bradley. Gaming, panel discussions, a dealer area, art show, and costume show will be featured. For more information, send a self-addressed,

stamped envelope to Fantasy Worlds Festival, P.O. Box 72, Berkeley CA 94701.

AGGIECON XIV, March 24-27 — This is the 14th running of what the organizers bill as "the Southwest's largest annual SF convention." It will be held at the Memorial Student Center at Texas A&M University. Harry Harrison and Anne McCaffrey will be Guests of Honor, Michael Whelan will be the Artist Guest of Honor, and Stephen R. Donaldson will be the Special Guest. Memberships are available for \$7.50 before March 1, or \$10 thereafter and at the door. For details, contact AggieCon XIV, P.O. Drawer J-I, College Station TX 77844-9081.

FANTASYLAIR '83, March 25-27 — A fantasy/SF gaming convention to be held at Tonkawa High School in Tonkawa, Okla. Admission is free on Friday, and \$3 per day for Saturday and Sunday. Group-rate ticket prices available on request. For details, contact the Northern Oklahoma Dungeoneers, P.O. Box 241, Ponca City OK 74602; (405)762-0349 or (405)765-2382.

STELLARCON 8, March 25-27 — This SF convention will be held at Elliot University Center on the campus of the University of North Carolina at Greensboro. For details, write to Mike Brown, SF³, Box 4, E.U.C., U.N.C.-G., Greensboro NC 27412.

NOVA 8, March 28-27 — Sponsored by the Order of Leibowitz at Oakland University in Rochester, Mich., this gathering is described as "the longest-running free convention in the country." A wide range of gaming activities, including "traditional" games, is planned. More information is available from Roberta Kennedy, publicity chairperson, c/o The Order of Leibowitz, Oakland University, Rochester MI 48063.

NIAGARA GAMEFEST AND COMPUTER SHOW, April 29 - May 1 — This second annual gaming-oriented event, staged by the Niagara Gamers' Association, will be held at Brock University in St. Catharines, Ontario, Canada. For details, write to the Niagara Gamers' Association, 223 St. Paul St., St. Catharines, Ontario, Canada L2R 6V9, or call Keith Siren at (416)682-1438.



Off the Shelf



'Tis the season for literary gifts

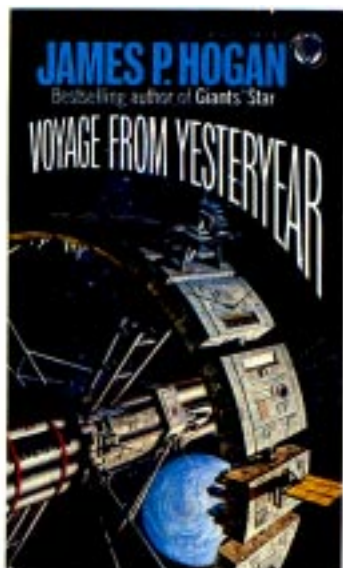
Reviewed by C. J. Henderson

Those of you who follow columns of this sort may have been wondering why the fantasy and SF shelves of your local bookstore aren't as full of new releases as they used to be. The answer is simple, and saddening: People just aren't buying as many books as they used to, and the top talent in the field isn't turning out as many volumes as in the past.

Because demand has slipped, supply has gone down; perhaps demand is lessened because the supply of really good new material has tapered off. At any rate, the end result is that some paperback houses have recently folded or been bought up by other companies, and in general the publishing industry is going through some rough times right now. Not as much new work is being published these days, and a lot of what in

being published doesn't measure up to the standards of days gone by.

But things aren't *all* that bleak, and those of you who want to give new books as Christmas gifts can still find enough of a selection to fill even the largest stocking on your list. Described below are a few of the newest fantasy and SF releases, eminently fit to be wrapped and tied for the holidays.



VOYAGE FROM YESTERYEAR

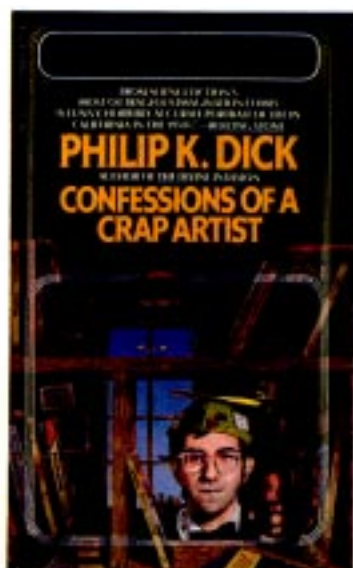
James P. Hogan

Del Rey 345-29472-6-295 \$2.95

Technological extrapolation is J. P. Hogan's claim to fame; it abounded in the three novels which made up the Minervan Experiment Trilogy, and it abounds in this work as well.

In *VOYAGE*, a doomed Earth colonizes Alpha Centauri's system with children, hoping to ensure the continuation of the race. The colony takes hold, but the Earth does not perish as had been feared. More colonists are sent out, with an army to protect them, to claim control of the colony already in place. The original colonists don't see things through Earth's eyes, however, and the battle begins — a deadly one, fought with super-modern weapons and a good dose of fanaticism.

This is another winner from Hogan — perfect for those who like his work or that of other science-fact writers like Sheffield or Forward.



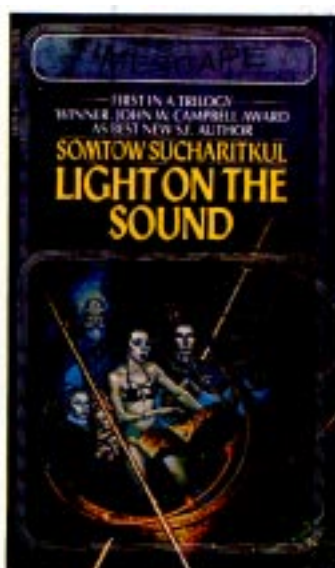
CONFESSIONS OF A CRAP ARTIST

Philip K. Dick

Timescape 0-671-44213-9 \$2.75

This one is for the true fans of Philip K. Dick. It has little to do with science fiction, and the only fantasy in it is the kind everyone has hatching in his or her mind — and yet, it is in some ways one of the best books he ever wrote. Amazing in its frankness, the novel deals with a small, select group of people and how they treat each other.

Throughout the book, various main characters pass the reins of narration back and forth, each telling his or her own side of the both amusing and heartless storyline. It is a rough book; it pulls no punches and leaves none of the people in it unscarred. All the sacred cows in sight are carted off to McDonald's, and by the end of the book, every bit of information the reader slyly stowed away in the back of his or her mind from the first half of the tale has been proven



wrong. Confusing, harsh, very funny and very bitter, it is a great and silly book, and one anyone would enjoy — especially anyone who's ever felt that their friends and family, and the world at large, aren't really as bad as they seem.

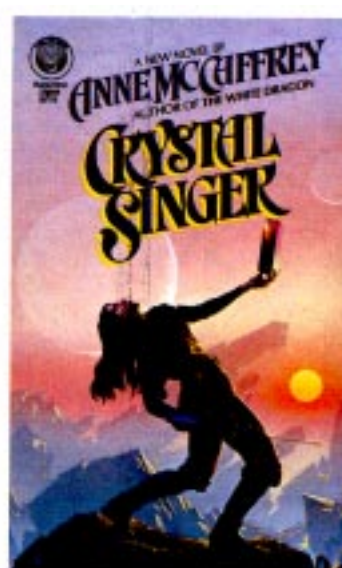
LIGHT ON THE SOUND

Somtow Sucharitkul

Timescape 44028-4 \$2.95

Sucharitkul is this year's winner of the John W. Campbell Memorial Award for Best New Writer. To those who have read his first novel, *Starship and Haiku*, or any of his *Mallworld* stories, it becomes readily apparent that the award was well deserved.

If his early work is not available, though, then *LIGHT ON THE SOUND* is certainly a good introduction to Sucharitkul. It resembles many another "let's stop this cruelty and start acting human" novel, but it is much more than that. It



concerns a race of creatures whose song is so beautiful, and whose light emanations are so entrancing, that only a specially bred race of blind, deaf, deformed humans can kill them. The creatures are killed for their brains, which are used by the faster-than-light ship industry — a special interest group that will allow no humanitarian interference in its plans.

It is a sad novel, filled with the author's

THE DARKLING

David Kesterton

Arkham House 0-87054-090-4 \$12.95

If you're looking for a quality gift that will outlast the average paperback, you could do worse than turning to Canadian Dave Kesterton and his new epic fantasy *THE DARKLING*. It is a tale of questing adventure, complete with a strange fellowship, ancient civilizations in ruins, a crystalline forest, savage tribes, and a hidden, forbidden city peopled by unnatural agents bent on destroying the world.

The book is interesting, because of the style in which traditional science-fantasy ideas are handled. Kesterton has a knack for adding new dimensions to old clichés with the "mere" addition of honest human emotions and insight. Maradek, his young wandering tribesman, does not stand as tall as a Conan or a Brak, but he has been cut from a crystal with more than two sides.

THE DARKLING displays some very humanistic elements for a genre novel, something which is only to its credit. If Kesterton decides to do more fantasy, it will be to everyone's advantage.

THE WHITE PLAGUE

Frank Herbert

Putnam 0-399-12721-6 \$14.95

The premise of this novel is a frightening one: Anyone, anyone with access to a good university library who also understands the rigors of timing, temperature, and measurement (any good cook), and who has a bankroll of about \$20,000 can *literally* destroy life on earth.

The plague Herbert describes is potentially more devastating, and more *accessible*, than the nuclear bomb. Anyone who wants to can read all the pertinent literature and buy everything they need — no questions asked — and then proceed to destroy the world.

In the book, John Roe O'Neill is a molecular biologist. The sight of his family being senselessly murdered drives him over the edge to insanity, prompting him to attempt revenge against on the entire human race. The scourge he unleashes is one which fatally zeroes in on females, and for which there is no antidote.

Primarily known for his *Dune* novels, Herbert has earned another winner's crown with *THE WHITE PLAGUE*, social science fiction at its finest.

often harsh compassion for beauty and his equally harsh observations on the things which surround it to make it beautiful. A sad novel, but not at all a bad one.

CRYSTAL SINGER

Anne McCaffrey

Del Rey 345-28598-0-295 \$2.95

Usually no one has to be sent after a

McCaffrey book. Most people seem to find her brand of fantasy novel just what they want. But if you know someone who might not snap up a non-Pernian novel at first sight, grab this one for them as a gift. The story of Killashandra Ree, her hopes to become a crystal singer, her struggles within the Heptite Guild, and the quest for Black Crystal make for good reading.

The book is a delight; the large cast of characters is as intricate as any the first lady of fantasy has ever put together, and they combine to tell a tale that no McCaffrey fan should miss.

SHADOWS OF SANCTUARY

Robert Lynn Asprin, editor

Ace 0-441-76027-9 \$2.50

This book was preceded by two other collections, *Thieves' World* and *Tales from the Vulgar Unicorn*. The first was so popular it merited a panel discussion all its own at the World Science Fiction Convention. The second collection rode high on the Locus best-seller list for three months.

Now, *SHADOWS* takes today's fantasy audience back to Sanctuary, with seven never-before-published stories from some of the top names in fantasy — Offutt, McIntyre, Morris, and Cherryh, to name a few. The stories are all top-notch, as is the entire series. For members of the Science Fiction Book Club, all three books are offered in one volume at an amazingly low price; check with the club for details.

THE BATTLE OF FOREVER

A. E. van Vogt

DAW 0-87997-758-2 \$2.25

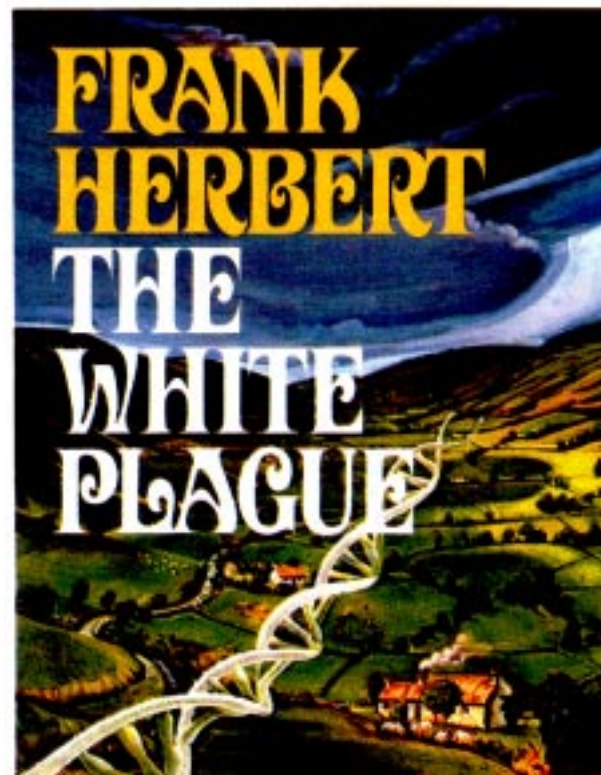
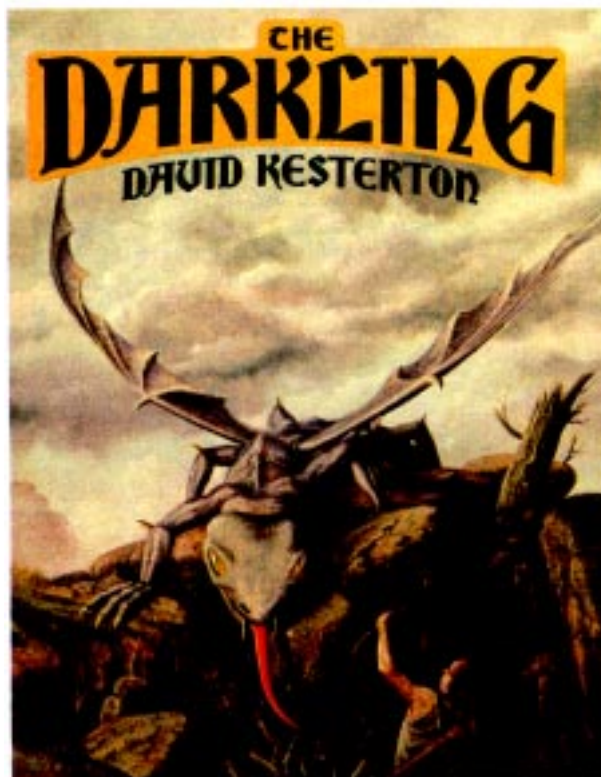
DAW Books has been doing reprints of the works of van Vogt for a while now, putting out a lot of his hard-to-find books as well as the classics. This latest addition to the list of reprints is hard to find — and a classic to boot. Look for it post haste: It may be a long time before it gets reprinted again.

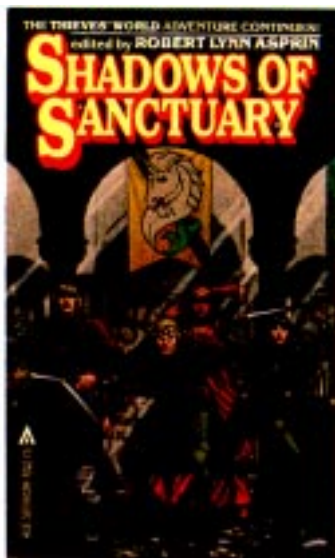
OUTPOST OF JUPITER

Lester Del Rey

Del Rey 345-30505-1 \$1.95

While I'm on the subject of reprints, I would also send those who like good old shoot-'em-up, adventure-filled science fiction out searching for all of the latest Lester Del Rey





releases. Books like *Outpost*, or *The Mysterious Planet*, or *Attack from Atlantis* are not of the highest quality or style, but they are a great deal of fun, and each of them promises an afternoon (at least) of lively reading. Five of Del Rey's early SF adventures are available from the publisher, as well as five of his more recent and more polished works.

Lester Del Rey is a good, solid author, and his work, while never very metaphysical, can always be relied upon for action, amusement, and a crisp, pulpish sense of style that keeps the reader turning pages quickly.

PSYCHO II

Robert Bloch

Warner Books 0-446-90804-5 \$3.50

After he wrote *Psycho*, both the book and the film, Robert Bloch found himself at the top of the charts. Everything he wrote sold, and money poured in — but despite his subsequent successes, readers have always remembered him first and foremost for *Psycho*. Many times Bloch was offered a lot of money to write

a sequel, but he turned those offers down, saying that he would write a sequel about the life and times of Norman Bates when he had something further — and *new* — to say. Finally, 20 years later, *PSYCHO II* is a reality.

Bloch has released Norman Bates from the mental hospital and set him free in a less trusting, more aware world than the one he left. Thanks to a confusion of laws, liberalism that borders on insanity, and the just plain nervous attitude of the quietly mad world we all live in, Norman Bates is no longer a unique character. We now read about “adventures” similar to his every day in the papers, and the exploits of murderers and criminals are detailed for us on the nightly news.

Bloch's statement about a world gone mad is certainly interesting, and at the same time sad and frightening. This book is an excellent continuation of the first volume, a cunning novel, in no way just another slash-'em-up thriller to be read on the subway on the way to work. *PSYCHO II* is a chilling nightmare of a book, as bloody psychologically as it is physically. No fan of horror stories should be without it.

THE LAST MAN ON EARTH

Asimov, Greenberg & Waugh, editors

Fawcett/Crest 2-4531-4 \$2.95

Isaac Asimov has recently had a hand in the compiling of several thematic anthologies, the best of which is this one. The collection contains 17 stories, all written by well-known, top-quality authors. Asimov provides an introduction to the entire volume, as well as individual introductions for the stories.

All the tales concern the problem, or the terror, or the relief, or the whatever, of being the last living man, or being, on Earth. The stories, originally written over a 50-year span of time by their various authors, show a wide diversity in style and specific subject matter, but all of them are finely honed, interesting (at the least) and memorable. The best thing about collections of this sort is that one rarely gets a clunker in the lot — and this volume is certainly no exception.

CLIQUE

Nicholas Yermakov

Berkley 0-425-05500-0 \$2.50

After a while, a person has to stop being “the fastest rising star on the science fiction horizon” and start leveling off into some sort of recognizable pattern. Maybe this will hold true for Nick Yermakov at some point in the future, but not for now. *CLIQUE* is as good as anything he has written to date, and just as strikingly different from his first three novels as they were from one another.

This is the story of Ross Cleary and his holographic cosmetic device, the Aura. The ultimate public costume and mask,

everyone just *had* to have one — and the world became one where no one was who or what they seemed to be, not even Cleary himself. Identity and illusion are jumbled constantly, unendingly, until the only escape for all the dreamers who have fallen asleep and forgotten how to wake up is The Movement — the underground organization otherwise known as the Clique.

Yermakov's latest is an enjoyably bizarre adventure, neatly tangled and attention-holding from start to finish. This, or any of his other novels, would make a fine gift.

JOURNEY TO THE CENTER

Brian Stableford

DAW Books 0-87997-756-6 \$2.50

One of Stableford's more interesting efforts, *JOURNEY* is about the planet Asgard. Fortune hunters, scientists, anthropologists, gangsters, explorers, and a lot of other types find it advantageous to head there, for the simple, intriguing reason that Asgard might not be a planet at all. It is a place where artificial layers lie one beneath the other, going ever down until the temperature reaches absolute zero — and no man had ever gone further down than that. There are artifacts to be found along the way — artifacts of an unknown race that many suspect still lives at the center of the “world” of Asgard.

A finely wrought, tense little novel, *JOURNEY TO THE CENTER* keeps the reader guessing for quite a while. Another good stocking stuffer.

THE BEST FROM

FANTASY & SCIENCE FICTION

E. L. Ferman, editor

Scribners 0-684-17490-1 \$14.95

This particular *Best* of title has been with us for more than 30 years, and the current volume is the 24th in the series. Just as in the parent magazine, the product is more than the sum of its fiction. Besides a number of top-notch SF and fantasy tales, the collection features film and television essays, scientific articles, and other non-fiction excerpts from *F&SF*. Each piece is introduced by editor Ed Ferman, giving the book a warm, intimate flavor. A good buy, if you can afford it, for one of the favorites on your gift list.

STRANGE EONS

Robert Bloch

Whispers Press 0-918372-30-5 \$12

This is the story of H. P. Lovecraft's Cthulhu let loose in the modern world, and being attacked by modern atomic weapons in return. It is a book that pays tribute to Lovecraft and — just like H. P. used to do — scares the pants off the reader at the same time.



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If you were a boy coming of age on Ganymede, the Jovian moon haunted by an ancient, gigantic alien artifact which swims, flies, and wreaks havoc for reasons no human being can understand . . .

(See "Against Infinity I" by Gregory Benford in the March issue of AMAZING™ Magazine)

If you were the android guardian of a vast interstellar ark, and you discovered that an alien vessel, crewed by robots of incomprehensible design, had taken a disquieting interest in you . . .

(See "Seedship" by Jack Williamson in the November issue of AMAZING Magazine)

If you lived in a *slightly* different alternate time-track, in which the Roman Empire rules North America, and you, the governor, have been ordered by your Caesar to cross the Rockies with a caravan of elephants and find China. You cross, but on the other side you and your faithful Indian companion encounter the fearsome Sasquatch, and discover the astonishing truth about this crazy universe!

(See "Aquila Meets Bigfoot" by Somtow Sucharitkul in the January issue of AMAZING Magazine)

If it were your task to guard your ruined land against encroaching demons, keeping watch with gigantic kites used as observation posts, when suddenly you begin to suspect that something strange and terrible is happening in the sky . . .

(See "Kitemaster" by Keith Roberts in an upcoming issue of AMAZING Magazine)

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The Dragon Publishing 1982 Module Design Competition

Dragon Publishing is looking for a few good modules. If you are the proud creator of an adventure or scenario for any of TSR Hobbies' role-playing game systems, and you think your work compares favorably with modules previously published in DRAGON™ Magazine, we invite you to enter your manuscript and maps in the Dragon Publishing 1982 Module Design Competition.

This contest is much larger in scope than the design contests we've held in the past. Many of the rules are different, and some of them are

more strict, than for previous contests. If you intend to enter, be sure your entry is composed and submitted in accordance with all the regulations spelled out in the following text. An author's failure to comply with *all* the rules will almost certainly result in the automatic disqualification of that entry.

Contest entries will be accepted for any of the categories listed below. Each contestant may enter different modules in two categories, but not in three or more.

The categories

A-1: A "dungeon" adventure designed for from 4 (minimum) to 8 (maximum) ADVANCED DUNGEONS & DRAGONS® characters of levels 1-3. The "dungeon" should be a self-contained adventuring environment consisting of a number of interconnected encounter areas. The total area (in scale) of the rooms, chambers, corridors, and other features of the "dungeon," plus the spaces separating those elements, cannot exceed 60,000 square feet on any one level of the dungeon, and there can be no more than 120,000 sq. ft. in the entire adventuring area. The design can include as many levels or sub-sections as desired, as long as the overall space limitation is met. The "dungeon" can be subterranean (as with an actual dungeon), above ground (a castle or fort), or a combination of both environments. Dungeon modules in other categories must also meet these requirements.

A-2: A dungeon for 4-8 AD&D™ characters of levels 4-7.

A-3: A dungeon for 4-8 AD&D characters of levels 8-11.

A-4: A "wilderness" adventure for 4-8 AD&D characters of levels 1-3. This is an adventure in which all, or virtually all, of the activity takes place outdoors. The environment may include some artificial (non-natural) structures or enclosures, or natural phenomena such as caves, which have to be entered to be investigated, but the total area of all such enclosures cannot exceed 5,000 square feet (in scale). There is no limit on how much space the outdoor environment can occupy, but it should be apparent that a "wilderness" area measuring hundreds of miles on a side would be impossible to describe fully within the maximum allowable page count of an entry (see general rules). Wilderness modules in other categories must also meet these requirements.

A-5: A wilderness adventure for 4-8 AD&D characters of levels 4-7.

A-6: A wilderness adventure for 4-8 AD&D characters of levels 8-11.

A-7: An aquatic or underwater adventure for 4-8 AD&D characters of either levels 1-3, levels 4-7, or levels 8-11. The adventure can begin on dry land (presuming that characters will need to equip themselves and prepare for a shipboard or underwater journey), but all of the adventuring activity thereafter should take place on or in the water, or on a piece of land (such as an island or peninsula) that can only be reached by traveling on or through an aquatic environment.

A-8: An urban (town, village, or city) adventure for 4-8 AD&D characters of levels 1-5. An urban adventure is one that takes place inside, or (partially) in the immediate vicinity of the borders of a town, village, or city.

A-9: An urban adventure for 4-8 AD&D characters of levels 6-10.

B-1: An adventure or scenario for the BOOT HILL™ game. This

adventure or scenario can be of any general type — indoor, outdoor, urban, rural, or a combination of environments.

D-1: The same as category A-1, except the dungeon adventure should be designed for 4-8 DUNGEONS & DRAGONS® characters of levels 1-3, and should be constructed in accordance with the D&D® Basic Rulebook.

D-2: The same as category A-2, except the dungeon should be for 4-8 D&D characters of levels 4-14, and should be designed in accordance with the D&D Basic and Expert Rulebooks.

D-3: The same as category A-4, except the wilderness module should be for 4-8 D&D characters of levels 4-14, and should be designed in accordance with the D&D Basic and Expert rules.

D-4: An "all others" category for D&D modules that do not belong in one of the other three categories. Included in this category, for instance, would be wilderness adventures for characters of levels 1-3, and aquatic or underwater adventures for either levels 1-3 or 4-14. Any D&D module using a set of D&D rules published previous to the Basic and Expert sets automatically falls into this category. In any case, the module must be playable by a party of 4-8 characters.

G-1: An adventure for 4-8 characters using the GAMMA WORLD™ rules that takes place in a "dungeon" environment; that is, an enclosed or self-contained structure.

G-2: An "all others" category for GAMMA WORLD modules for 4-8 characters that do not belong in category G-1.

T-1: A mission for 4-8 TOP SECRET® characters, designed, so that the primary objective of the mission is one that can be best carried out by a member or members of the Assassination Bureau.

T-2: The same as category T-1, except that the primary objective of the mission is related to the activities best performed by a member or members of the Confiscation Bureau.

T-3: The same as category T-1, but designed to use the skills of one or more members of the Investigation Bureau in fulfilling the primary objective of the mission.

T-4: A mission for 4-8 TOP SECRET characters that does not qualify for one of the other three categories. The primary objective of the mission cannot be directly related to any of the objectives listed on the "Table of Missions" in the TOP SECRET rule book. For instance, agents could be imprisoned at the start of an adventure, and their "mission" could be to break out of prison without outside assistance. Since the objective of escaping imprisonment does not directly relate to any function listed on the "Table of Missions," this module would be an acceptable entry for category T-4.

General rules

Be sure the module you intend to enter fits the qualifications for one of the 20 categories. You must fill in your name and address, the title of your work, and the category you are entering on the entry blank (see the other side of this page), and also include that information on the first page of the manuscript. As specified on the entry blank, all entries become the property of Dragon Publishing and cannot be returned.

Every module consists of at least two elements: the text (manuscript), and any maps or schematic diagrams that are needed to play the adventure. A contest entry should include any diagrams or illustrations that are essential to the understanding of the text. Optionally, a contest entry can also include accessory illustrations (artwork). The presence or absence of accessory illustrations will not affect the judging of an

entry, but may serve as helpful information for an artist illustrating a prize-winning module which is to be published. Accessory illustrations provided by a contestant will not be published unless they are of professional quality.

Manuscripts must be typewritten on good-quality, 8½ x 11-inch white paper. Computer printouts are acceptable if the characters are clean and dark; if you're not sure, get a new ribbon. Typewriting must be double-spaced or triple-spaced; a manuscript with no space between the lines cannot be edited and will not be judged. Photocopied manuscript pages are acceptable if the copies are, in the opinion of the judges, legible and easy to read.

A manuscript must contain at least 5,000 words and no more than 12,500 words. Pages should have a margin of at least one inch on all sides, and each page should contain no more than 250 words. At the

(Continued on next page)

rate of 250 words per double-spaced page, a manuscript should have from 20 to 50 pages. (If your word count per page is slightly less than 250, the manuscript may contain slightly more than 50 pages and still fit the maximum-length requirement.)

A contest entry can contain as many maps, diagrams, and illustrations as you feel are necessary, within the surface-area limitations (for maps) given under category A-1. Inaccurate or incomplete maps will disqualify an entry. Maps need not be of reproducible quality (published maps will be redrawn by our staff), but should be original works (not duplicates or photocopies). Black drawing ink, black felt-tip markers, and black or blue ball-point ink are acceptable mediums; pencil, colored pencil or markers, and/or crayons are not.

An entry must be derived directly and entirely from the official published rules for the game for which it is designed. For the AD&D game, this includes the Dungeon Masters Guide, Players Handbook, Monster Manual, and FIEND FOLIO™ Tome. For the D&D game, this includes the DUNGEONS & DRAGONS game Basic rulebook and/or the D&D game Expert rulebook, or (for an entry in category D-4) an older edition of the D&D rules, such as the Collector's Edition. For the BOOT HILL, GAMMA WORLD, and TOP SECRET games, any rulebook from any edition of the boxed game is acceptable. Monsters, character types, magic items, spells, technological items, weapons, and other beings or things not mentioned in the rulebooks are prohibited. This prohibition

includes material from DRAGON™ magazine and any TSR™ module or game accessory, material from any other company's product(s), and new items and creatures devised by the author.

Exceptions to this "official" rule will be granted for minor additions (not alterations) to a game system, to cover an aspect or function not addressed in the rules which is essential to the playability of the module. Minor additions to the rule system must be identified as such at the places where they appear in the text, and must be mentioned (with page-number references) in a cover letter accompanying the entry.

A manuscript will be judged, first and foremost, on originality, playability, and adherence to the rules for which it was designed. The technical quality of a manuscript is also important — almost as much as the main criteria of originality, playability, and "legality." Manuscripts which contain several examples of misspelling, improper word usage and sentence structure, and inaccuracy or incompleteness in descriptive passages will not be judged as favorably as entries that do not exhibit those qualities.

Contest entries must be postmarked or otherwise registered for sending by Dec. 30, 1982. We'll notify you of our receipt of an entry if a self-addressed card with return postage is included in the parcel with the entry. Contest entries or questions about these rules should be addressed to the Dragon Publishing Module Design Competition, P.O. Box 110, Lake Geneva WI 53147.

Prizes

Cash prizes will be awarded in every category for which at least five entries are received, as long as the first-place module is judged to be of publishable quality. The first-place cash prize in each eligible category will be at least \$200 and no more than \$400, and will vary according to the number and overall quality of entries received for that category. A second-place cash prize amounting to one-half of the first-place cash prize will be awarded to the runnerup in any category in which the first-place entry qualifies for a cash prize, whether or not the second-place entry is judged to be of publishable quality.

Merchandise prizes will be awarded to first-place, second-place, and

third-place entries in any category for which cash prizes are not given, and also to third-place entries in categories for which first-place and second-place cash prizes are given. The first-place merchandise prize is a two-year (24 issues) subscription to DRAGON magazine, plus a complimentary copy of every non-periodical publication (such as future BEST OF DRAGON™ collections and the annual Dragon Publishing fantasy art calendar) released during the one-year period following the declaration of winning entries. The second-place merchandise prize is a one-year (12 issues) subscription to DRAGON magazine, plus a free copy of other products as for the first-place prize. The third-place merchandise prize is a one-year subscription to DRAGON magazine.

All prize-winning contestants will receive a certificate of achievement to commemorate the occasion.

Official Entry Blank

1982 Dragon Publishing Module Design Contest

This form, or a copy of this form, must be completely filled out and signed and must accompany any contest entry.

In return for Dragon Publishing (a division of TSR Hobbies, Inc.) sponsoring this contest and agreeing to consider a submission, the entrant agrees that all submissions will constitute a "work made for hire" and all submissions, including the copyright and all other rights therein, become the property of TSR

Hobbies, Inc., without further obligation to the entrant. The entrant warrants to TSR that all submissions are original and do not infringe upon the rights of third parties. If TSR publishes a submission in any of its publications and/or products, the entrant shall receive one free copy of the publication.

STATEMENT OF ENTRY AND AGREEMENT

I hereby enter the work described below in the indicated category of the 1982 Dragon Publishing Module Design Contest.

I agree to the terms and conditions of this contest, as set forth in the rules and on this Official Entry Blank.

Title of contest entry	Category
Name of entrant (type or print)	Signature of entrant:
Street address of entrant	Signature of parent or guardian:
City, State, ZIP	(If entrant is under age 18)



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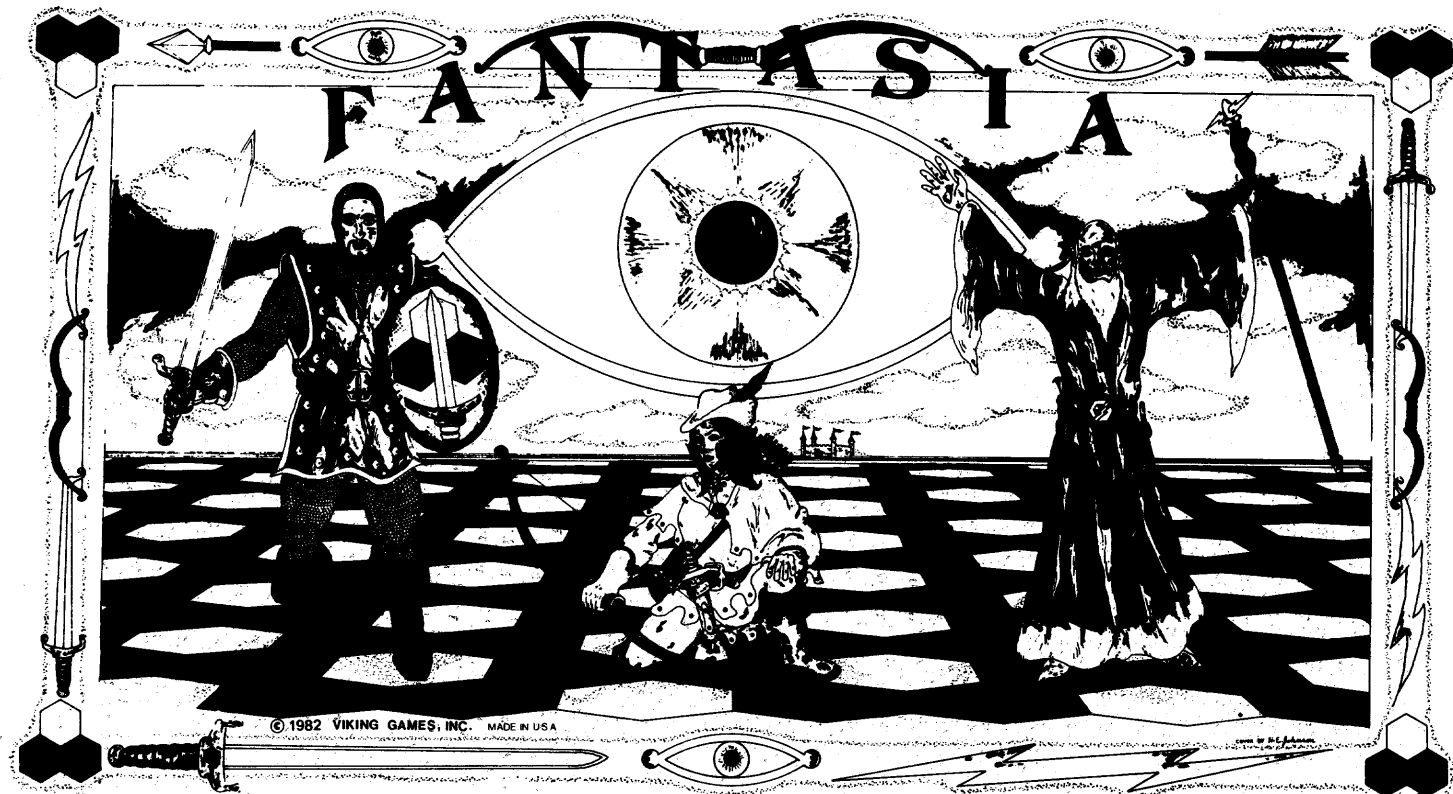
Kim Eastland

RPGA™ Network Coordinator



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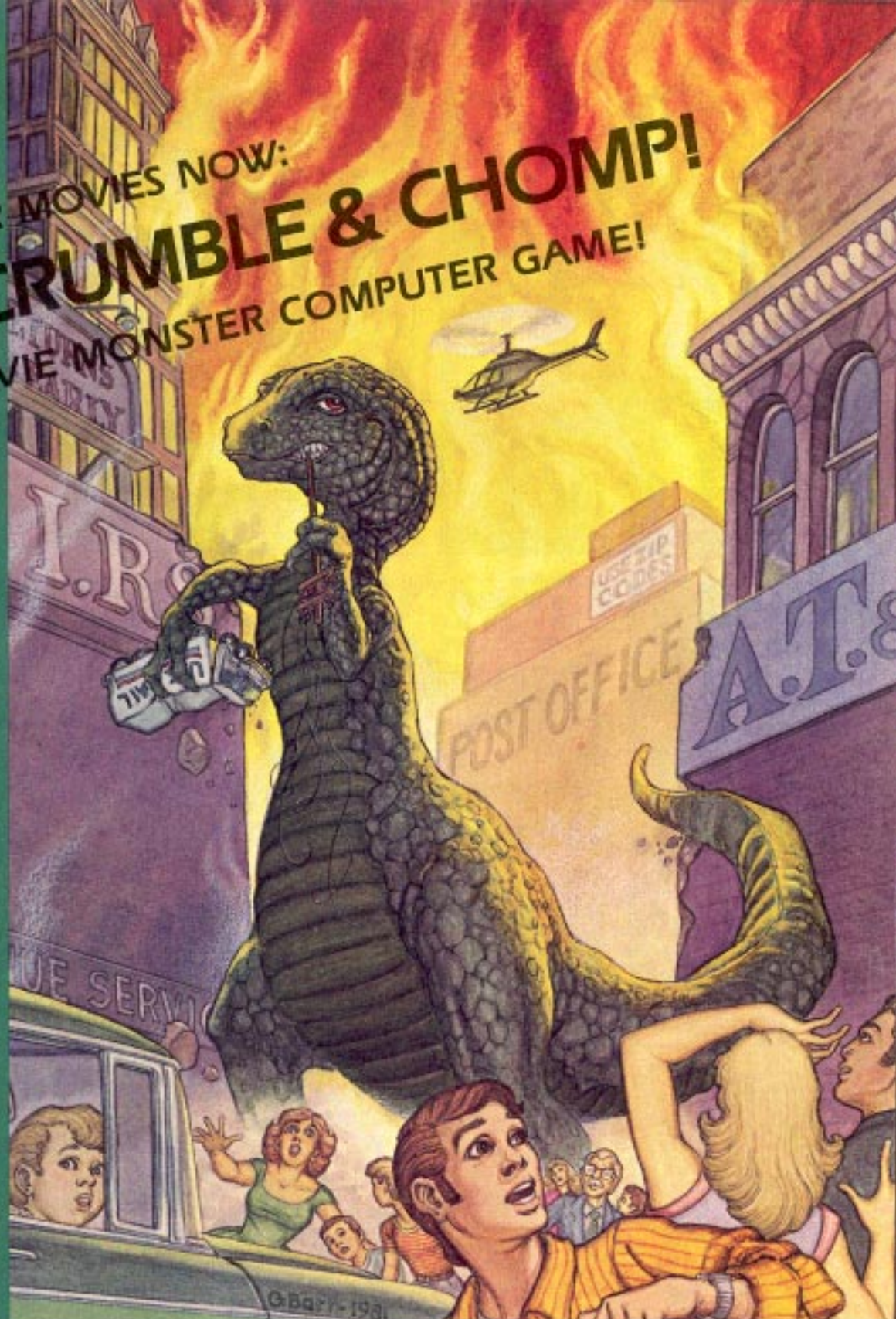
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If you were a giant winged creature, think of the aerial attacks you could make on the terrified but tasty tidbits beneath you.

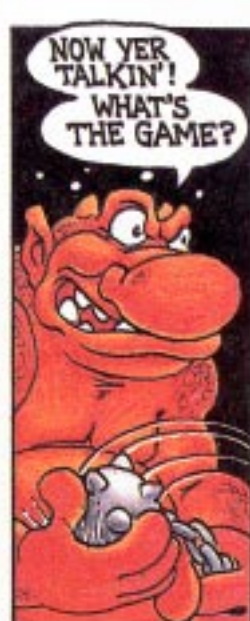
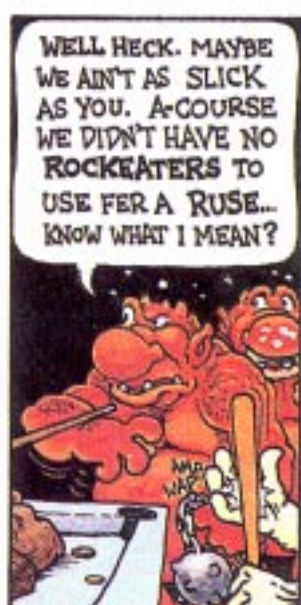
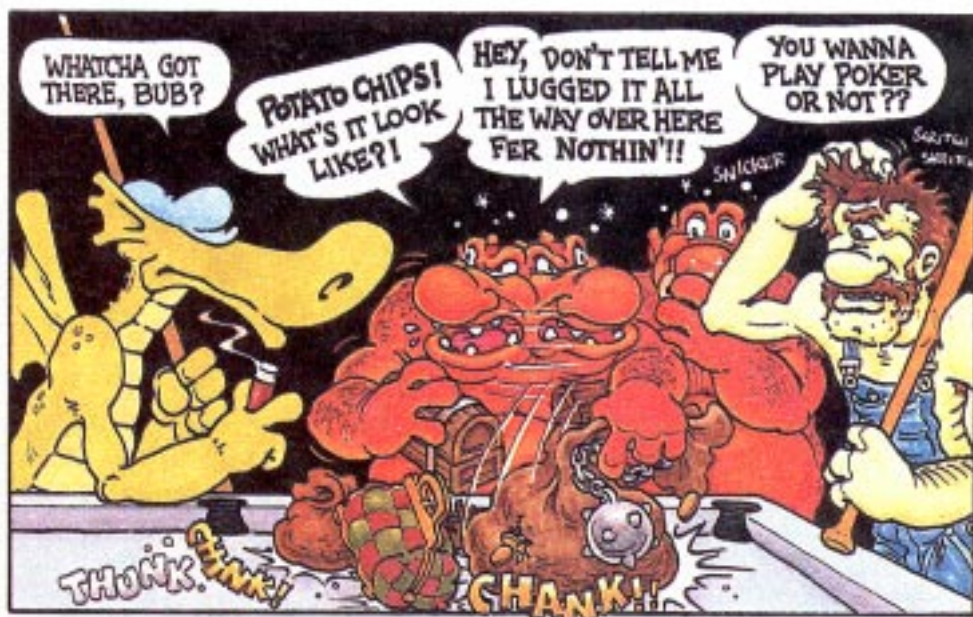
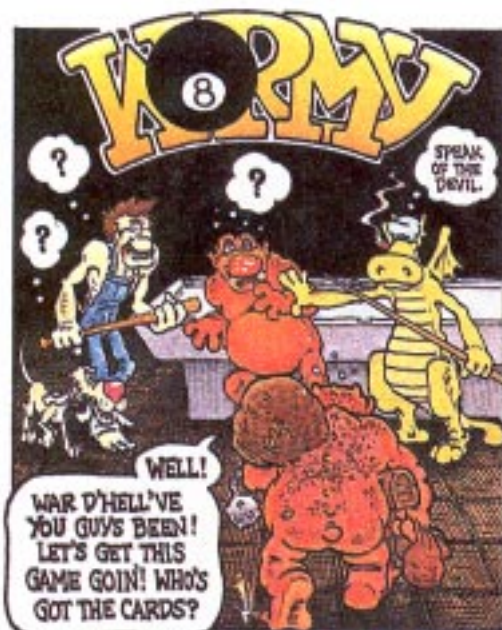
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TO MAKE SURE THAT THEY SEE THIS, WE RECOMMEND THAT YOU LEAVE THE MAGAZINE LYING OPEN TO THIS PAGE, SOMEWHERE WHERE THEY'RE SURE TO FIND IT... LIKE ON THEIR PILLOW.



HI THERE FOLKS! I'M DIXIE, AND THIS IS PHIL, WE'RE THE PEOPLE WHO'VE BEEN ROTTING THE MIND OF THAT GAMER. YOU KNOW...



IF YOU DON'T KNOW ANYTHING ABOUT GAMING— THEN YOU HAVE PROBABLY DESPAIRED OF BUYING ANYTHING FOR YOUR GAMER THAT WON'T BE CHUCKED ONTO A BACK-SHELF BY MONDAY, WELL FEAR NOT!

YOU MEAN YOU DON'T THINK THEY'LL WANT A DIGITAL TOOTHBRUSH?



1 DICE—GAMERS NEVER HAVE ENOUGH DICE, YOU'D THINK THEY EAT THE DARN THINGS, AND THE MORE UNUSUAL IT IS, THE BETTER.



2 REFERENCE BOOKS— A DUNGEON MASTER NEEDS LOTS OF BOOKS ON GAMING— AND CAN QUITE EASILY SPEND CLOSE TO \$400 ON NOTHING ELSE. BOOKS ARE **ALWAYS** APPRECIATED.



3 A MAKE-UP KIT -

SOMETIMES A PLAYER WILL ASSUME A PERSONA THAT IS TOTALLY DIFFERENT FROM WHAT THEY'RE LIKE IN REAL LIFE. FELLOW PLAYERS SOMETIMES HAVE TROUBLE ADJUSTING TO THIS...

UM... WELL... SURE, BEAUTIFUL ELFIN MAID... YOU CAN JOIN OUR QUEST.

OH THANK YOU, KIND SIR.

...JUDICIOUS USE OF THEATRICAL MAKE-UP CAN HELP PLAYERS RELATE TO EACH OTHER IN CHARACTER.

JOHN?

YEP.

BUT... BUT, THAT'S AMAZING! YOU'VE GOT TO BE TWO FEET SHORTER!

SPECIAL SHOES.

4 MAPS -

MAPS HOLD AN INTENSE FASCINATION FOR GAMERS AND THEY WILL POUR OVER THEM FOR HOURS.

I DON'T SEE ANY TREASURE INDICATED ON THIS MAP, FLOYD.

NOEL

TRUE, BUT NOW WE KNOW THE LOCATION OF EVERY GAS STATION BETWEEN HERE AND MORDOR!

5 MINIATURES -

THE PROBLEM WITH MINIATURE FIGURES IS THAT THEY ALL LOOK ALIKE. A GIFT OF DISTINCTIVE MINIATURES WOULD BE A SURE HIT!

...BUT WE COULDN'T MAKE UP OUR MINDS - SO WE GOT BOTH MICKEY MOUSE AND ELMER FUDD!

SOLSTICE

6 SOMETHING

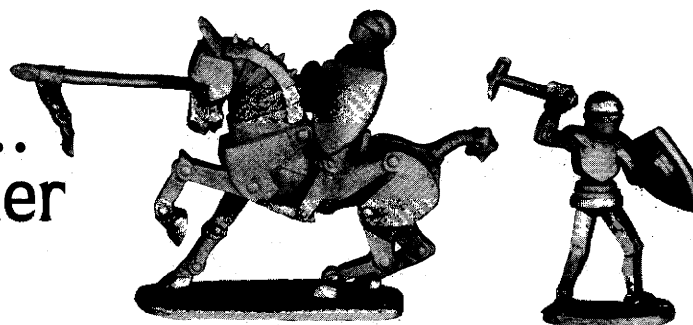
TO CARRY ALL OF THIS STUFF IN - A DYED-IN-THE-WOOL GAMER WILL CARRY EVERYTHING TO EVERY GAME. SIZE SHOULD BE DETERMINED BY HOW MUCH GAMING EQUIPMENT THEY'VE GOT.

OH IT'S GREAT, AS LONG AS IT DOESN'T RAIN.

A FINAL BIT OF ADVICE -

ALTHO THEY DO MAKE GREAT STOCKING STUFFERS - DON'T HANG MINIATURES DIRECTLY IN FRONT OF AN ACTIVE FIREPLACE!

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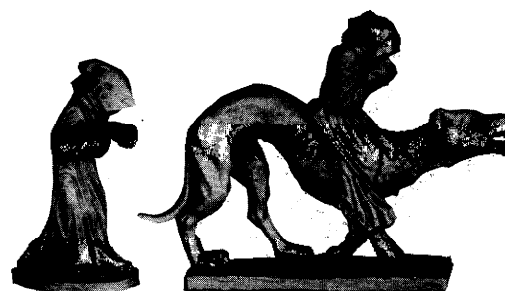
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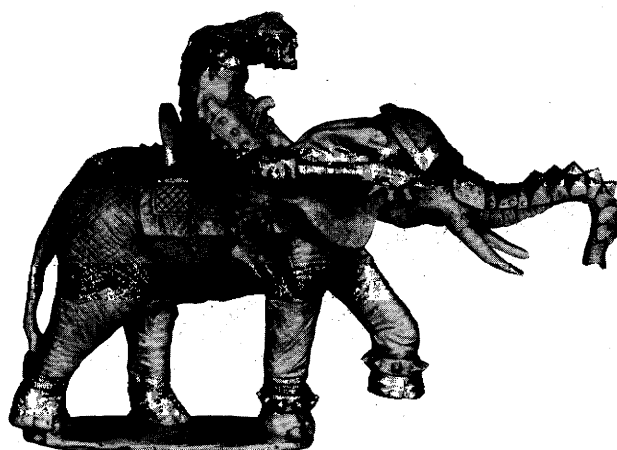
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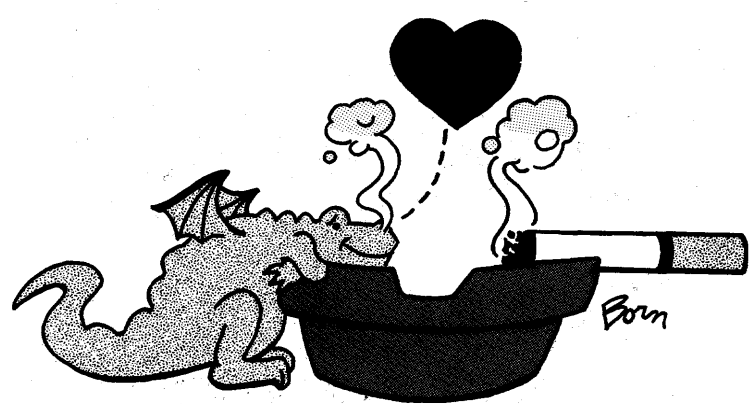
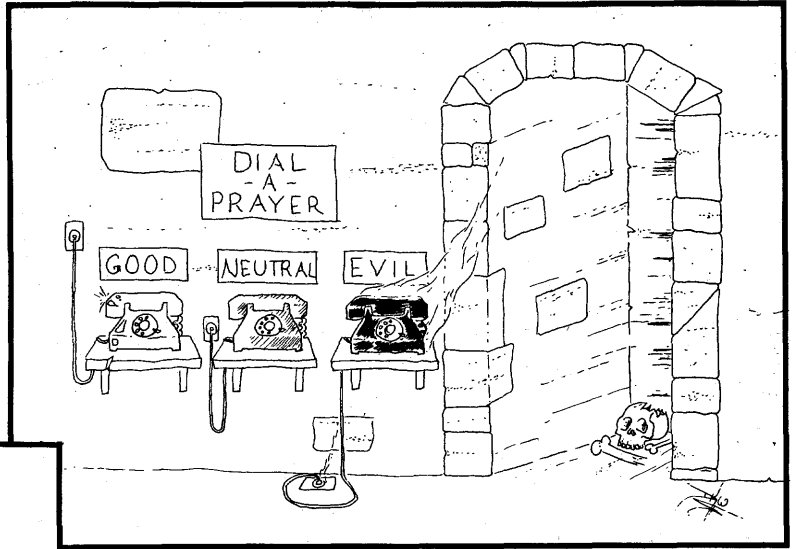
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WEATHER IN THE WORLD OF GREYHAWK

**THIS FOLDOUT SECTION CONTAINS
DUPLICATES OF SOME OF THE CHARTS AND
TABLES THAT WILL BE REFERRED TO
FREQUENTLY BY THE DM TO GENERATE
WEATHER CONDITIONS DAY BY DAY DURING
AN ADVENTURE.**

**IF THIS SECTION IS REMOVED FROM THE
CENTER OF THE MAGAZINE AND REINFORCED
SLIGHTLY, IT CAN BE USED AS A SCREEN,
ENABLING THE DM TO KEEP UPCOMING
WEATHER CONDITIONS FROM BEING
“PREDICTED” BY PLAYER CHARACTERS.**

STANDARD WEATHER TABLE

Phenomenon	Precipitation amount (inches)	Duration	Movement rate	Range of normal vision	Range of ultra- and infravision	Effect on tracking	Chance of getting lost	Wind speed (mph)
Blizzard, heavy	2d10+10	3d8 hours	F: $\times\frac{1}{8}$ H: $\times\frac{1}{4}$ C: no	2' radius	No	No	+50%	6d8+40
Blizzard	2d8+8	3d10 hours	$\times\frac{1}{4}$ (all)	10' radius	$\times\frac{1}{2}$	+40%	+35%	3d8+36
Snowstorm, heavy	2d8+2	4d6 hours	$\times\frac{1}{2}$ (all)	$\times\frac{1}{2}$	$\times\frac{1}{2}$	-25%	+20%	3d10
Snowstorm, light	d8	2d6 hours	F: $\times\frac{3}{4}$ H: normal C: normal	$\times\frac{3}{4}$	$\times\frac{3}{4}$	-10%	+10%	4d6
Sleet storm	$\frac{1}{2}$ d4	d6 hours	F: $\times\frac{3}{4}$ H: $\times\frac{1}{2}$ C: $\times\frac{1}{2}$	$\times\frac{3}{4}$	$\times\frac{3}{4}$	-10%	+5%	3d10
Hailstorm	see text	d4 hours	$\times\frac{3}{4}$ (all)	Normal	Normal	-10%	+10%	4d10
Heavy fog	-	d12 hours	$\times\frac{1}{4}$ (all)	2' radius	$\times\frac{1}{2}$	-60%	+50%	d20
Light fog	-	2d4 hours	$\times\frac{1}{2}$ (all)	$\times\frac{1}{4}$	$\times\frac{3}{4}$	-30%	+30%	d10
Mist	-	2d6 hours	Normal	Normal	Normal	-5%	Normal	d10
Drizzle	$\frac{1}{4}$ d4	d10 hours	Normal	Normal	Normal	-1%/turn (cum.)	Normal	d20
Rainstorm, light	$\frac{1}{2}$ d6	d12 hours	Normal	Normal	Normal	-10%/turn (cum.)	Normal	d20
Rainstorm, heavy	d4+3	d12 hours	F: $\times\frac{3}{4}$ H: normal C: $\times\frac{3}{4}$	$\times\frac{3}{4}$	$\times\frac{3}{4}$	-10%/turn (cum.)	+10%	2d12 +10
Thunderstorm	d8	d4 hours	$\times\frac{1}{2}$ (all)	$\times\frac{3}{4}$	$\times\frac{3}{4}$	-10%/turn (cum.)	+10% (+30% if horsed)	4d10
Tropical storm	d6/day	$\frac{1}{2}$ d6 days	F: $\times\frac{1}{4}$ H: $\times\frac{1}{4}$ C: no	$\times\frac{1}{2}$	$\times\frac{1}{2}$	No	+30%	3d12 +30
Monsoon	d8/day	d6+6 days	F: $\times\frac{1}{4}$ H: $\times\frac{1}{4}$ C: no	$\times\frac{1}{4}$	$\times\frac{1}{4}$	No	+30%	6d10
Gale	d8/day	$\frac{1}{2}$ d6 days	F: $\times\frac{1}{4}$ H: $\times\frac{1}{4}$ C: no	$\times\frac{1}{4}$	$\times\frac{1}{4}$	No	+20%	6d8+40
Hurricane or typhoon	d10/day	$\frac{1}{2}$ d8 days	F: $\times\frac{1}{4}$ H: $\times\frac{1}{4}$ C: no	$\times\frac{1}{4}$	$\times\frac{1}{4}$	No	+30%	7d10 +70

PRECIPITATION OCCURRENCE TABLE

Dice roll	Type of weather	Temp. required (° F.)		Chance of continuing	Chance of rainbow	Not allowed in:
		Min.	Max.			
01-02	Blizzard, heavy	-	10	5%	-	Desert
03-05	Blizzard	-	20	10%	-	Desert
06-10	Snowstorm, heavy	-	25	20%	-	-
11-20	Snowstorm, light	-	35	25%	1%	-
21-25	Sleet storm	-	35	20%	-	-
26-27	Hailstorm	-	65	10%	-	Desert, dust
28-30	Fog, heavy	20	60	25%	1%	Desert, dust
31-38	Fog, light	30	70	30%	3%	Desert
39-40	Mist	30	-	15%	10%	-
41-45	Drizzle	25	-	20%	5%	-
46-60	Rainstorm, light	25	-	45%	15%	-
61-70	Rainstorm, heavy	25	-	30%	20%	-
71-84	Thunderstorm	30	-	15%	20%	-
85-89	Tropical storm	40	-	20%	10%	Desert, plains
90-94	Monsoon	55	-	30%	5%	Desert, dust, plains
95-97	Gale	40	-	15%	10%	Desert
98-99	Hurricane or typhoon	55	-	20%	5%	Desert, dust
00	Special (refer to Terrain Table to determine type)	-	-	1% (if no continuation, roll new form of precipitation)	-	-

Wind speed (mph)

HIGH WIND EFFECTS TABLE

	On land	At sea	In air*	In battle
0-29	No effect	No effect	No effect	No effect
30-44	All travel slowed by 25%; torches will be blown out	Sailing difficult; rowing impossible	Creatures eagle-size and below can't fly	Missiles at ½ range and -1 to hit
45-59	All travel slowed by 50%; torches and small fires will be blown out	Minor ship damage (d4 structural points) may occur; wave ht. 3d6 ft.	Man-sized creatures cannot fly	Missiles at ¼ range and -3 to hit
60-74	Small trees are uprooted; all travel slowed by 75%; roofs may be torn off	Ships are endangered (d10 structural damage) and blown off course; wave ht. d10+20 ft.	No creatures can fly, except those from the Elemental Plane of Air	No missile fire permitted; all non-magical weapon attacks are -1 to hit; dexterity bonuses to AC cancelled
75+	Only strong stone buildings will be undamaged; travel is impossible	Ships are capsized and sunk; wave ht. d20+20 ft. or more	No creatures can fly, except those from the Elemental Plane of Air	No missile fire permitted; all non-magical weapon attacks at -3 to hit; 20% chance per attack that any weapon will be torn from the wielder's grip by the wind; dexterity bonuses to AC cancelled

* — Note: When wind speed exceeds 35 mph, the use of a *carpet*, *wings*, or *broom of flying* becomes extremely dangerous. The percentage chance that a creature or object will be blown off a broom or carpet is equal to the wind speed (in mph) minus the carpet's maximum speed (in "). This percentage should be reduced by 5% for every 100 pounds of body weight and encumbrance. Characters and objects weighing less than 100 pounds have their percentage chance increased by 1% for every 5 pounds below that limit.

Also note: The use of a *potion of gaseous form* during high winds (more than 35 mph) may cause dispersion of the gas to such an extent that the creature cannot reform!

BASELINE DATA CHART

	Fireseek	Readying	Coldeven	Planting	Flocktime	Wealsun
Base temp. *	32	34	42	52	63	71
Daily high adj.	+d10	+d6+4	+d8+4	+d10+6	+d10+6	+d8+8
Daily low adj.	-d20	-(d10+4)	-(d10+4)	-(d8+4)	-(d10+6)	-(d6+6)
Sky conditions:						
Clear	01-23	01-25	01-27	01-20	01-20	01-20
Partly cloudy	24-50	26-50	28-54	21-55	21-53	21-60
Cloudy	51-00	51-00	55-00	56-00	54-00	61-00
Chance of precip.:	46%	40%	44%	42%	42%	36%
Mid-month time of:						
Sunrise (a.m.)	7:21	6:55	6:12	5:24	4:45	4:32
Sunset (p.m.)	5:01	5:36	6:09	6:39	7:10	7:32

	Fireseek	Readying	Coldeven	Planting	Flocktime	Wealsun
Phases Of Luna	1/4: 4th day of month and 4th night of Growfest Full: 11th day of month 3/4: 18th day of month New: 25th day of month and 4th night of Needfest			Full: 4th day of month and 4th night of Richfest 3/4: 11th day of month New: 18th day of month 1/4: 25th day of month		
Phases Of Celene	Full: Mid-Needfest and Mid-Growfest 3/4: 19th of Fireseek New: 11th of Readyng 1/4: 4th of Coldeven			Full: Mid-Growfest and Mid-Richfest 3/4: 19th of Planting New: 11th of Flocktime 1/4: 4th of Wealsun		

	Reaping	Good-month	Harvester	Patchwall	Ready'reat	Sunsebb
Base temp.	77	75	68	57	46	33
Daily high adj.	+d6+4	+d4+6	+d8+6	+d10+5	+d10+6	+d8+5
Daily low adj.	-(d6+6)	-(d6+6)	-(d8+6)	-(d10+5)	-(d10+4)	-d20
Sky conditions:						
Clear	01-22	01-25	01-33	01-35	01-20	01-25
Partly cloudy	23-62	26-60	34-54	36-60	21-50	26-50
Cloudy	63-00	61-00	55-00	61-00	51-00	51-00
Chance of precip.:	33%	33%	33%	36%	40%	43%
Mid-month time of:						
Sunrise (a.m.)	4:45	5:13	5:42	6:12	6:46	7:19
Sunset (p.m.)	7:29	6:57	6:10	5:21	4:45	4:36

	Reaping	Good-month	Harvester	Patchwall	Ready'reat	Sunsebb
Phases of Luna	3/4: 4th day of month and 4th night of Brewfest New: 11th day of month 1/4: 18th day of month Full: 25th day of month			New: 4th day of month and 4th night of Needfest 1/4: 11th day of month Full: 18th day of month 3/4: 25th day of month		
Phases of Celene	Full: Mid-Richfest and Mid-Brewfest 3/4: 19th of Reaping New: 11th of Goodmonth 1/4: 4th of Harvester			Full: Mid-Brewfest and Mid-Needfest 3/4: 19th of Patchwall New: 11th of Ready'reat 1/4: 4th of Sunsebb		